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N64 Pro.

N64 Pro No. 13 November 1998



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INSIDE

F1 World Grand Prix
The best race game ever reviewed! Better than any PlayStation game – *official!*

WWF War Zone
Wrestling that's so real you can smell your opponent's body odour

Zelda 64
The latest news on the biggest game of the year!



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More girl power from Eidos

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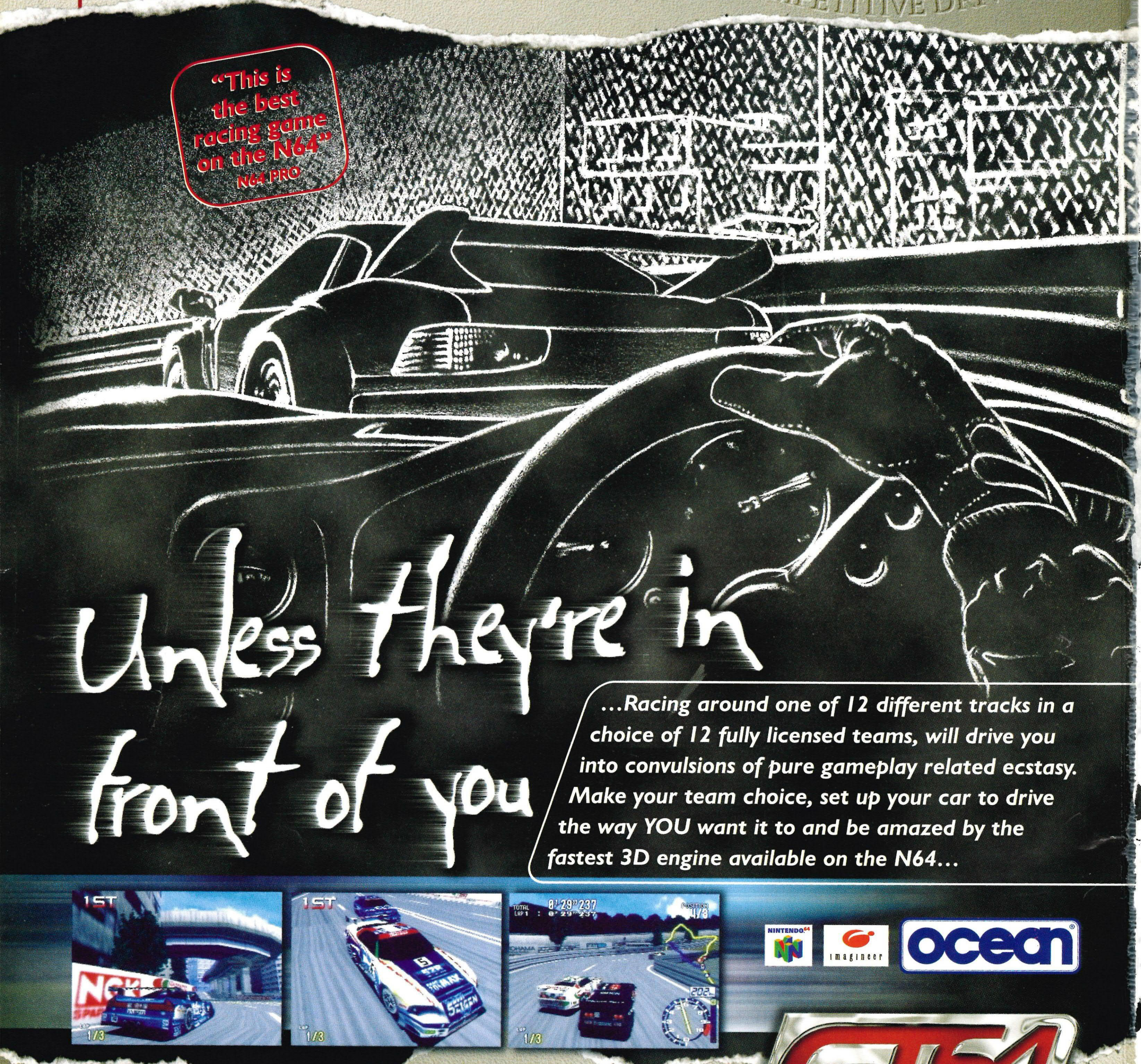
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Can you pass the N64 driving test?

GT64 CHAMPIONSHIP EDITION

The team:

We didn't always have the best jobs in the world



ALEX
Photo-copier

Photocopying microfiche all day long and printing out the results. That was it. I was frowned upon if I went to the toilet more than twice a day and although there was absolutely no dealing with the public, I still had to turn up for work in smart clothes



JIM
Record salesman

Working in WH Smith's record department. I'm a big record collector (i.e. they have to have a diameter of at least 12" – boom boom), so I thought it would be the ideal job. That is, until the boss called me into his office and told me there was no discount for casual staff

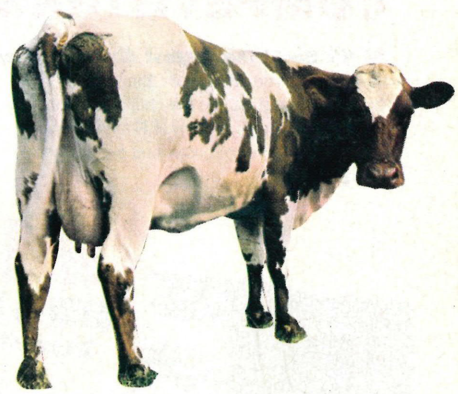
STEVE
Lazy Arse

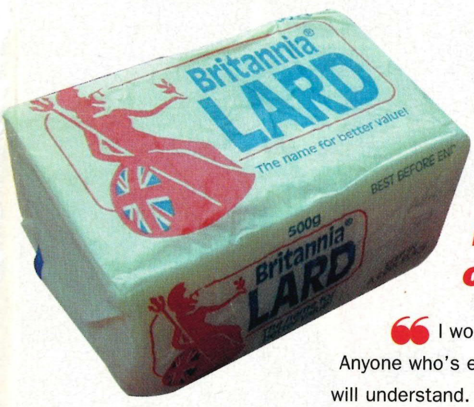
I've never had another job, so this one has to be my worst! I somehow managed to go through my entire teenage years without having to do any part-time jobs along the lines of those described by the other N64 Pros. Actually, I quite fancy a paper round to be honest. The money would be better for a start...



NOELY
Dairy Assistant

A dairy assistant. Unloading crates of Long Life milk from a massive conveyor belt, stacking them on a pallet a certain way, dropping them off, then going back and repeating the process until I died. Which I often did, I can tell you





MARK
Pork pie operative

I worked in a pork pie factory. Anyone who's ever worked in any factory will understand. Put it this way, after I saw what went into pork pies, I never ate one again. No siree. It's 100 rolled-up fags a day for me from now on. Far healthier



LEWIS
Glass collector

I was a glass-collector for two days at a pub that was far from local. I was forced into it by Income Support and had to catch two buses there and three to get back. After being told off for breaking two glasses, I threatened to stab the landlord with the shards and promptly left

Editor: Alex Lee **Art Editor:** Jim Eagers **Deputy Editor:** Steve McNally **Reviews Editor:** Paul Noel **Staff Writer:** Mark Hattersley **Art Asst:** Stuart Cripps **Prod Editor:** Lewis Pek **Art Director** Dean Wilson **Managing Director:** Ian Bloomfield **Pub Director:** Robin Wilkinson **Circ Director:** David Wren **Associate Publisher:** Carol Ann Barrett **Console account manager:** Carrie Nash **Marketing Manager:** Steve Tagger **Scanning:** Mark Forbes **Production Controller:** Barbara Newall **Prod Manager:** Alan Capper **Systems:** Nic Moran **Contributors:** Bub Taylor, Akira Yamawaki **N64Pros @** IDG Media Freepost, Macclesfield SK10 4YE **T:** 01625 878888 **F:** 01625 879967 **Issue 14 on sale 15/10/98**. **Thanks to:** Security guards, Stadium Of Light, dense ad salespeople, 'forgetful' publishers

IDG MEDIA

ISSUE 13 NOVEMBER 1998

N64 Pro: CON[TENTS]



F1 World Grand Prix
– *The finest*



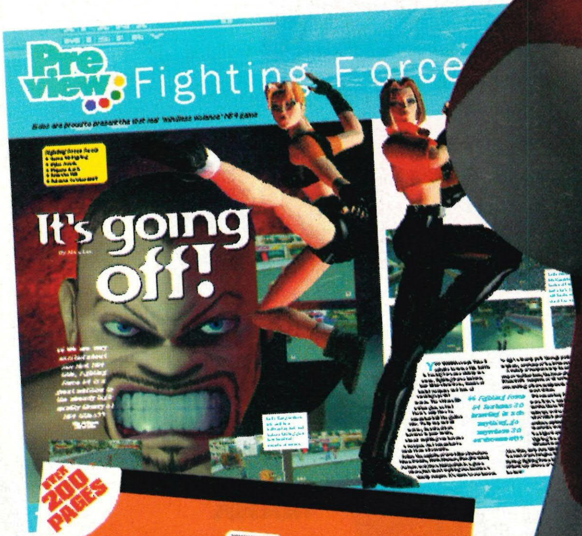
Cruis'n World
– *We'd rather go on a world cruise*



WWF War Zone
– *Hit the deck in spandex*

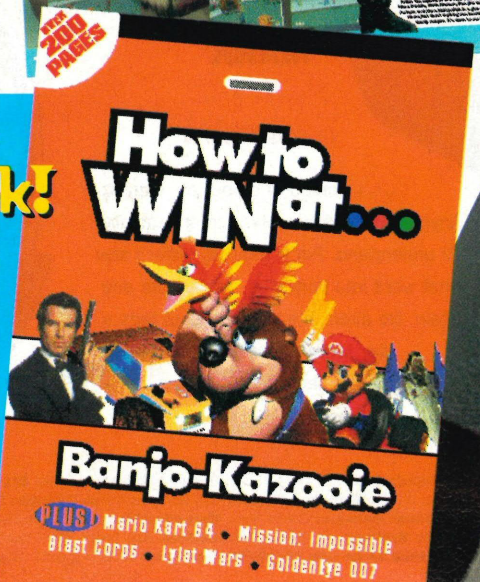


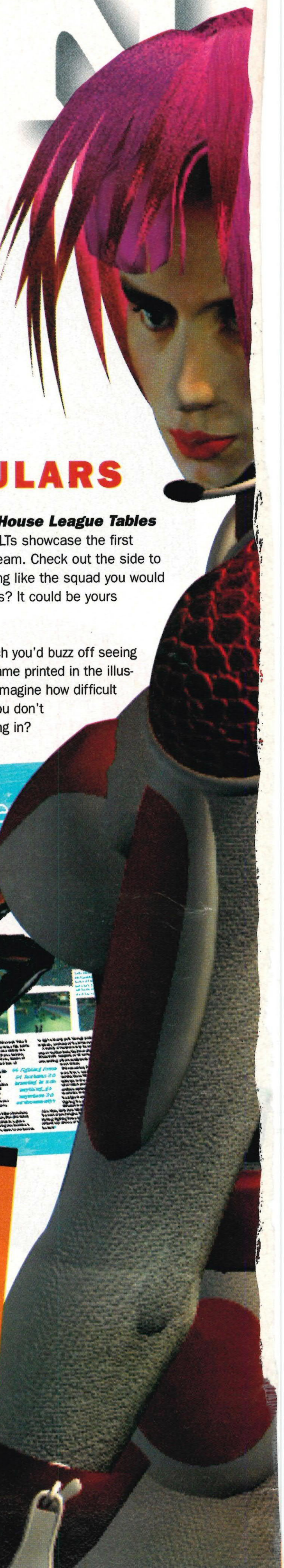
Right: At last! An N64 game where you have to batter everyone in sight



FREE 200 page book!

YOU'RE NOW LOOKING AT *a picture of the biggest book we've ever given away free on the cover of N64 Pro. Inside it you'll find a complete, unexpurgated walk-through guide to Banjo-Kazooie (just in case the graphical feast we've served up for you over the last couple of months didn't quite reveal every single nook and cranny), guides to Blast Corps, Mario 64, PilotWings, GoldenEye 007 and a whole host of previously unseen Mission: Impossible cheats. Apparently it's worth £10 as well, so look after it. It's not like you can leave your door open like the old days*





Right: The walking hurricane Taz is set to make his N64 debut in a flurry of incomprehensible guttural sounds





Buck Bumble
– (UbiSoft wishes it was) the bee's knees



Iggy's Reckin Balls
– What's he been doing, then?

COVER STORY



BODY HARVEST

It's not often we stick previewed games on the cover, so it has to be good. Notice how our coverage is treater and deeper than anyone else's

PAGE 74

CODES, TIPS & GUIDES



REVIEWS

British US Japanese Stamp of approval

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News

by **STEVE, ALEX, BUB** and **AKIRA**

V-Rally 64

Infogrames rejoin the battle for top N64 racer, but this time they've brought out the really big guns







WHEN A GAME GOES down well on the Pl Station it really goes down well. And V-Rally was massive. So, barring a massive cock-up over at Infogrames in France, it's fair to say that V-Rally '98 – a redesigned, much enhanced and overhauled version of the original Pl**Station title – should set the N64 gaming world alight.**

Receiving a major tune-up from the previous instalment and promising more variety than the likes of Top Gear Rally, this is the racing game that most N64 owners just can't wait for – and from what we've seen, not without good reason.

Players get to drive the very latest in rally technology around eight wildly different territories, ranging from France to the Far East. More specifically, these include the French Alps track which runs right through the heart of one of the world's most famous mountain ranges and requires full concentration, quick reflexes and excellent cornering skills. Then there's England where a mud-soaked excursion through our green and pleasant lands will ensue, a trip round Spain's dusty backroads and a frantic race around New Zealand's sheep infested terrain among many others.

And just like in real life, the variable weather conditions, such as brilliant sunlight, fog, rain and snow, affect the handling of the car and the visibility for the driver in just the way you would expect it too.

High Velocity Rallying

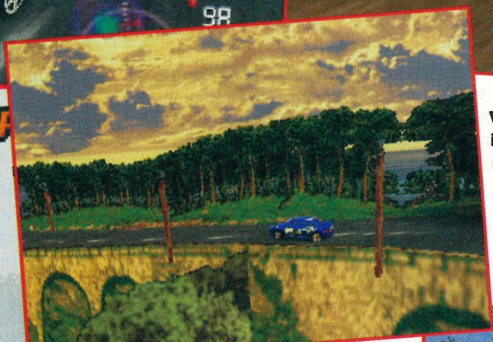
Game modes are plentiful with options to drive in either arcade mode, time trial or championship modes. Most exciting though is the N64 exclusive Rally Mode, where players get to race one-by-one against the clock, just as they would in a real life rally. Don't worry though, there'll be plenty of multi player thrills and spills to keep you occupied as well with split-screen races for up to four people at any one time with little or no drop off in speed.

The blandsters will be pleased to hear that the licenses for 12 of 1998's top cars from the likes of Toyota, Ford, Mitsubishi, Subaru, Nissan, Peugeot, Renault, Seat and even Skoda. And all will handle accurately in relation to their real-life counterparts. We've got an exclusive in-depth V-Rally '98 preview next month, so make sure you check that out if you want to know more.

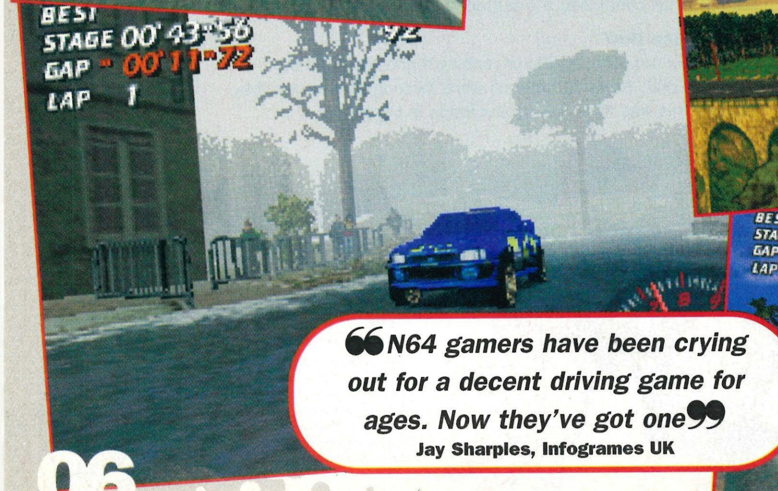




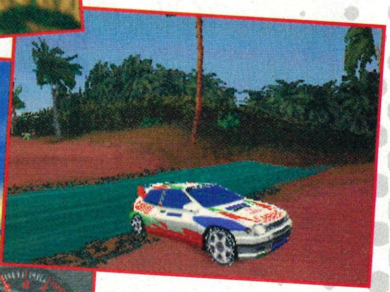




V-Rally '98 promises to leave its Pl Station cousin standing on the start line. The N64 version is bigger, better and faster in just about every conceivable way. Definitely one to look forward to. A potential classic**







"N64 gamers have been crying out for a decent driving game for ages. Now they've got one"
Jay Sharples, Infogrames UK

▶ ● Midway are hoping to get the jump on their NFL competitors by getting their NFL Blitz game out before EA can release Madden '99 and Acclaim finish QB Club. Blitz could even be in the shops by the time you read this! We'll be reviewing at least two of them next issue ●

Extreme Interest

At a recent event in America, Acclaim unveiled Extreme G 2. Bub Taylor was there to check it out...

I WASN'T A FAN of the original Extreme G. It was just too damn fast. So is the sequel any better? Sure, although there's still a long way to go before this comes close to knocking F-Zero X off its lofty perch.

The gameplay is very similar to the original, with players again jumping on a futuristic bike and haring down some of the twistiest tracks imaginable, however, it still suffers from a feeling that you're being guided around the track by an invisible hand. I mean, you'd have to be, because there's no way you could navigate your way round the lightening fast bends without some help.

The first difference you'll notice is that the front end has been completely redesigned – a much needed change after the excessive darkness of the original. The graphics have also been reworked. Remember how the cars just looked like a solid lump in the original? Well now all bikes include movable parts and even bend slightly in the middle on impact.

Hopefully, UK based Probe will put in the extra work required to get the framerates knocked up to scratch. If they do, and can manage to refine the gameplay suitably enough, they could have a contender on their hands. The intentions are certainly right, and Probe are working hard to provide new innovations, both graphical and gameplay-wise, but it'll be a harder task than they imagine to convince sceptics such as myself than the whole Extreme G concept isn't a flawed one.



Battle of the Beasts

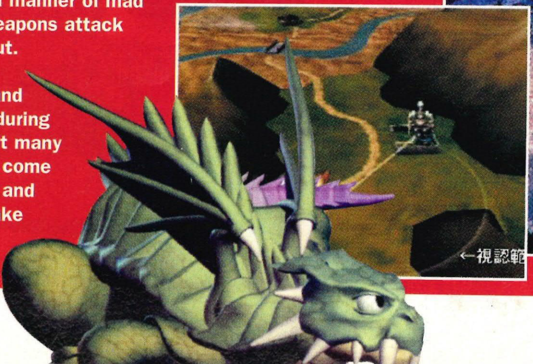
Strategy fans rejoice! Blizzard's StarCraft is nearly here and Quest's Ogre Battle 3 is looking trouser wettingly good as well!

LOOSELY MODELLED on the original SNES hit, the tentatively titled Ogre Battle 3 has finally been revealed in all its glory. Just like the original, the game puts the player in control of an army of units that can move about the landscape in real-time.

It's largely a strategy-based affair with strong RPG overtones, but don't be misled, there are no puzzle elements whatsoever – your party like to use their might to overcome any obstacles, not their minds. The battles themselves are lively affairs though with all manner of mad magical spells and weapons attack that can be carried out.

Battles can take place both outdoors and inside buildings, and during the quest you will visit many kingdoms in peril and come across much betrayal and intrigue. You'll will make new allies with the non-player characters as you go, and the enemies can even defect to your side or come to their senses when approached in the right way.

In our opinion it's about time there was something like this on the N64 – something we can really get our teeth into – and anyone who likes a little bit more from their games than just collecting nuts whilst in control of a beaver, should eagerly awaited this Christmas release from Quest. We can't wait.





Bust-A-Move 3



FANS OF THE FIENDISHLY addictive Bust-A-Move series of puzzlers from Acclaim, will no doubt be thrilled to hear that a sequel is already well under way and should make it in time for the pre-Christmas rush. It has to be said that this looks alarmingly similar to Bust-A-Move 2, but then if you're a fan you wouldn't really have expected many changes anyway.

New features for this latest instalment include an exciting and new four-player head-to-head battle mode, Rumble Pak support, special power bubbles to fire (stars, metal, rainbow and more) and literally thousands of new puzzles. There's not a great deal else we can say really, except take a look at these hot off the development kit shots that we've managed to get our hands on ●



● It's been confirmed that Zelda 64 will ship on a special shiny gold cartridge. We speculated about this happening months ago, but finally Nintendo have come clean and admitted that it will actually happen as we thought ●





When Dinosaurs Ruled the N64

As the hype approaches fever pitch and Turok Two-sday draws ever nearer, Acclaim unleash a feast of new information to an ever famished press pack

ACCLAIM CERTAINLY KNOW how to make the headlines these days, and the entire industry was stunned by the announcement that Turok 2 will appear on an absolutely massive cart. In fact, the cart's so large that it's the joint biggest ever used for a video game to date! The silicon beast will be a whopping 32mb (256 megabit) monster the like of which has never been seen before!

To give you some idea of the scale of things you need to bear in mind (and you'll have to excuse the appaling pun there) that Banjo's cart was a mere 16mb (128megabit) which seems puny by comparison.

Anyone who's played Banjo (and who hasn't?) will know that it's an enormous game, and therefore the possibilities for Turok 2 are, quite literally, enormous.

But that's not all. With all that room to play around the developers have decided to make use of it in quite a special way. On the cart will be two versions of the game, identical in every way, but for the fact that one of them will run in a stunning 640x480 high-resolution mode! And believe us, when you see it your jaw will drop.

There is a drawback though. To run the hi-res version you'll need to have purchased and installed the much talked about memory expansion pak for your N64, and since Nintendo are as vague as ever about whether or not that will ever see the light of day, this could prove to be a little tricky (see Thanks for the Memory for more details). However, regardless of whether or not Nintendo scrap the add-on, Acclaim are pressing ahead with the version, so you can guarantee someone will make use of it.

Bub had a chance to play both modes and assures us that while the game in its normal resolution is one of the N64's finest graphical moments to date. Most people are going to want to get hold of an expansion pak, by hook or by crook, as soon as they see it. No pictures just yet, but as soon as we have some, we'll print them. You can be sure of that.






Each new batch of Turok screenshots is even more jaw dropping than the last. Acclaim have got their work cut out to improve on these though

Thanks for the Memory

FOR THE LAST YEAR we've all been talking about the 64DD, but it may well turn out that the most essential new add-on for your N64 could become a four meg memory expansion pak.

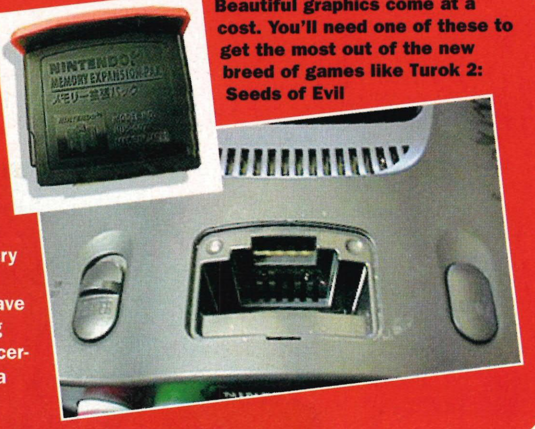
Always thought to be bundled with the increasingly doomed 64DD, it's now hoped that it will be released as a stand-alone product, at least in the meantime, and if it is your gaming experiences will be greatly enhanced.

Iguana are already making use of it for Turok 2, but we've heard from several other key manufacturers that they'd like to use it in their games.

Nintendo however are, as ever, tight-lipped about the product's future. All is not lost though, even if Nintendo decide not to bother (which, as far as we can see would be daft).

Third-party manufacturers are already falling over themselves to get one out first, so third-party developers at least will be able to make use of it.

It's prediction time and N64 Pro firmly believes that Nintendo will bring out the Expansion Pak at a very low cost, and suspects that it may even be bundled free with a must-have title, such as Zelda or Donkey Kong Country 64. But what we know for certain, and how we know it, remains a closely guarded secret.



Beautiful graphics come at a cost. You'll need one of these to get the most out of the new breed of games like Turok 2: Seeds of Evil

● Work continues apace on the sequel to Top Gear Rally – Top Gear Overdrive. We've had a sneaky look and are happy to report that it's a vast improvement over the original already. Whether it'll be better than Infogrames' fantastic V-Rally '98 though remains to be seen ●

Bowled Over

It's amazing what a shot in the arm a quick name change and a few months of development can give to a game these days

REMEMBER A FEW months back we told you about one of newly formed Square offshoot, Crave Entertainment, and their first product, Milo's Bowlarama? It was a quirky Jetsons meets ten-pin bowling game that we'd never quite seen the like of before? Well, it still is a quirky ten pin bowling game, and it still looks like the Jetsons cartoon, but now it's no longer called Milo's Bowlarama. Now it's going under the much more pleasant title of Milo's Astro Lanes, and is apparently smack on course for its Quarter 3 release date.

We've had a quick play and reckon that it's progressing quite nicely. It adds a nice twist on the admittedly small bowling genre by mixing in both cartoony elements and a dash of 'wackiness' that also gives it a crazy-golf type of feel with bumpers, U-curved lanes, 10° angled lanes, S-Curved lanes, Zigzag lanes, multi-layered lanes and even corkscrews. Certainly nothing like any MegaBowl we've ever been to anyway.



Player 1, the game's actual developers, has also been working on a realistic physics model, both for the bowlers and the bowling balls. Characters automatically approach the lane where upon players are given complete control of a bowler's wrist, which works by pivoting in a number of degrees.

Everything is controlled via the analogue stick, and using this players can put spin on a ball, make it bounce, curve to one side, or even bend it around a corner. The longer a player lasts the more experienced their bowler becomes, which leads to more techniques and hidden lanes.

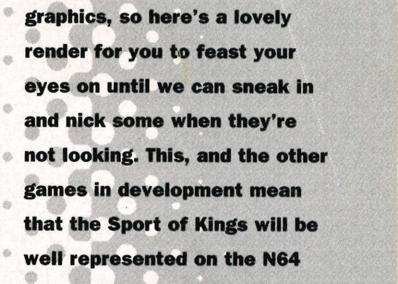
Anyway, for now you'll have to make do with having a gander at these latest screenshots. Until we do a full preview in the next couple of months that is.

Horses for Courses

ALONGSIDE SUCH blockbuster titles as Castlevania and Hybrid Heaven, Konami are also continuing work on their phenomenally popular range of cutesy games, the latest one being a 'serious, but fun' horse racing game called G1 Stable. The game will give players complete control over their own stables – from horse breeding (steady) to the actual races themselves.

Interestingly (well, we think it's interesting), is that the game will make use of the 64GB Pak made incredibly popular in Japan recently by Pokemon's solid performance, and you'll be able to swap data between G1 and the GameBoy title Pocket Stable.

Konami is steadfastly refusing to give us any in-game graphics, so here's a lovely render for you to feast your eyes on until we can sneak in and nick some when they're not looking. This, and the other games in development mean that the Sport of Kings will be well represented on the N64 with this, Derby Stallion 64 and Culture Brain's Hashire Boku No Uma all due out shortly after the turn of the year ●



Learn your Lessons

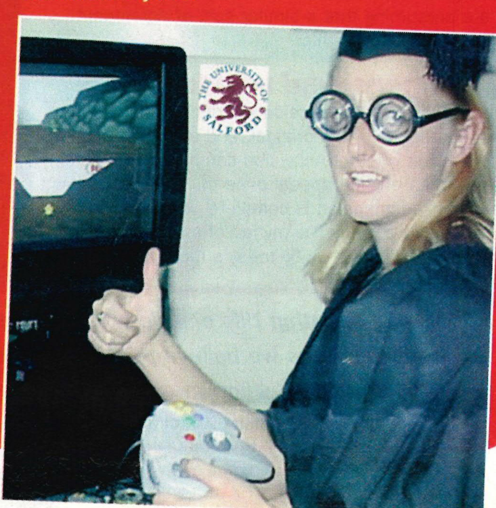
Think you know it all about games do you? Well now's your chance to put your money where your mouth is!

WE'VE HEARD IT all now. Salford University are launching the first ever undergraduate degree course in computer and video games! Apparently, the university wanted to produce a recognised degree for the ever growing games industry and, in conjunction with ELSPA, feels it has done so. Sounds like a right skive to us.

Salford is keen to stress that the course will teach no programming skills, so you don't have to worry about mixing with those unsavoury types. The thrust of the four year course will largely be based around project management and business skills. The examples provided show the diverse and separate elements of a game, how to manage teams of creative people, how to get them to meet deadlines on a tight budget and how to present a design and market a finished product. Okay, so maybe it doesn't sound like quite so much of a skive anymore.

Any of you youngsters interested in taking this course should beware. Salford University expect the course to be massively over subscribed, so they'll be able to pick the absolute cream of the crop and turn away the wasters. So you'd better get cracking on that GCSE coursework hadn't you!

The course itself starts in September 1999 with an extremely limited number of spaces available – thought at this point to be around 20. However, if successful, the plan is to expand the course and hopefully get up to around 35 available places over the next few years.



News

● UbiSoft are expecting big things of Buck Bumble, predicting massive sales in the UK on launch, shipping some 60 thousand copies to stores initially. The feeling of the N64 Pro team is that their hopes are way too high. Check out page 38 for Mark's definitive review ●

Charts

UK Chart

1 - Mission: Impossible
2 - ISS '98
3 - Banjo-Kazooie
4 - GoldenEye 007
5 - GT 64

N64 Pro Chart

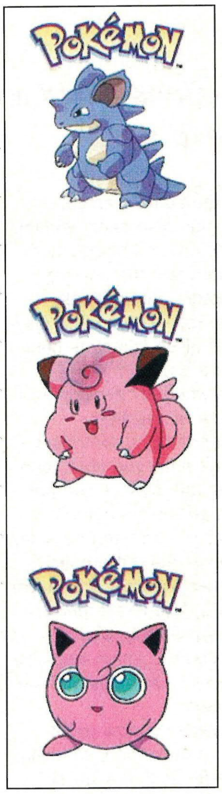
1 - F1 World Grand Prix
2 - ISS '98
3 - Alice in Wonderland Card Games
4 - Banjo-Kazooie
5 - Pokemon Stadium

Games Most Wanted

1 - Zelda 64
2 - Body Harvest
3 - Madden '99
4 - V Rally '98
5 - Ogre Battle 3



Ogre Battle 3: This update of a SNES classic rockets into our most wanted chart at number 5



Pocket Monster Mash

Little monsters set the whole of Japan alight in pocket-style frenzy

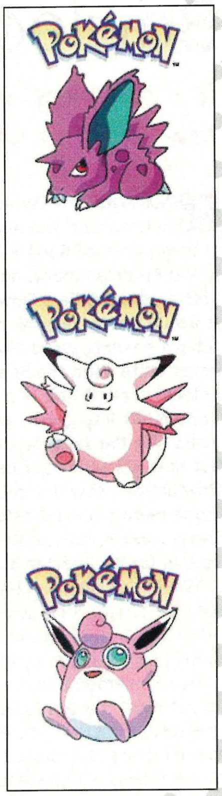
HOPE SPRINGS ETERNAL for Nintendo in Japan. As hoped, the release of the first in the Pocket Monsters series has breathed new life into the machine with the title smashing into the Japanese all format charts with a bullet at number 2, just failing to nobble Pl Station RPG Star Ocean Second Story.**

In just one week since release, Pocket Monster Stadium has sold a mammoth 170,390 copies, and for a Nintendo game in Japan, those are almost unheard of numbers. But the real test will come over the next few weeks, where the game needs to demonstrate some serious staying power to really start bucking any trends. Nintendo hope that plenty of new machines will be sold on the back of this game, and while it's a good start, it's nothing more than that. No one's getting too excited just yet.

Are you just pleased to see me?

We've had the game in our office for a couple of days now (not quite long enough to do it justice in a review), but initial impressions are favourable. Well, Noely seems to be enjoying it anyway, so you can read into that whatever you want.

A word of caution – although it is possible to fumble your way through the import version of the game, if you're the type that gets frustrated by screen upon screen of Japanese text, this may overwhelm you. Wait for next month's review for our final verdict.



Alien Resurrection

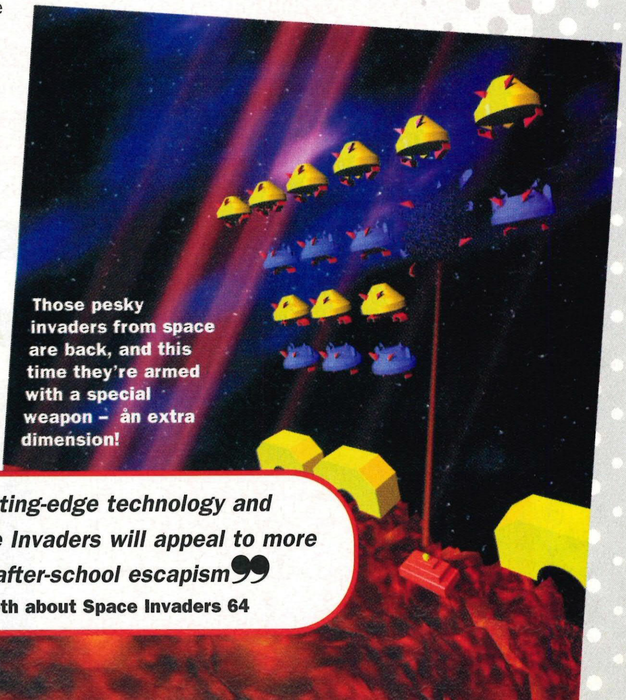
A blast from the past as Activision resurrect a classic

RETRO FREAKS will no doubt be delirious to hear that those masters of the update, Activision (well, they redid Pitfall anyway), has acquired the rights to make games based on Taito's grandfather of all shoot'em-ups, the mighty Space Invaders. As usual the stingy sods weren't giving much away, so we're left to speculate what exactly they'll do with the rights.

Apparently, a deal is already in place with Crave Entertainment to allow the fledgling company the chance to make games based on other classics that Activision have bought up the rights for - namely, Asteroids and BattleZone – so many, ourselves included, are presuming that a similar sort of agreement may be reached over this.

Interdimensional invaders

No doubt the updated version will ditch the two dimensional loveliness of the original, and all that remains to be seen is whether Activision can manage to retain enough of its original appeal once the transformation into an extra dimension is complete. Another exciting potential innovation is the myriad of multi player opportunities opened up by today's more powerful games machine. The possibilities are quite literally limitless. It just depends how adventurous the programmer's are prepared to be. Let's hope they they really push the N64's capabilities with this one.



Those pesky invaders from space are back, and this time they're armed with a special weapon – an extra dimension!

> ***"By updating this classic with cutting-edge technology and explosive graphics we believe that Space Invaders will appeal to more than just those who remember it as after-school escapism"***
>
> **Activision CEO Robert Kotick gets in a froth about Space Invaders 64**

● N64's exclusive Duke Nukem: Zero Hour is shaping up to possibly be the game to match GoldenEye. If GT can whip the frame-rates up to scratch then Duke's certainly got all the moves and style to give Rare's masterpiece a good run for its money ●

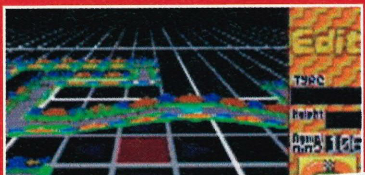
Shove Ha'penny

It's a crazy upside down world as THQ's Penny Racers flies in, looking exactly like Jap import game ChoroQ!

PENNY RACERS is set to offer racing fans of the genre big-time replay value with its unique vehicle modification system and track editor feature. Penny Racers is a new racing title for the N64 which enables players to construct and race their own vehicles based on the popular Penny Racers toy range. Gamers begin by choosing one of 13 cool body styles for their vehicle, then enter a racing circuit comprised of nine hair-raising courses.

With racing success comes the ability to tune-up and modify each Penny Racer with 100 parts in categories including body, engine, tires, steering, brakes, decorative parts, armour and weapons. Modifications become available via a point allocation system based on racing class, and a cannibalisation feature that allows the winners of each race to acquire the best parts from the losers' vehicles.

The game features over 20 predefined hair-raising courses, four speed and customisation classes - AA, A, B, C, over 100 authentic car Penny Racers body styles, 100 upgrades, modifications and weapons for custom-made racers and a track editor feature for unlimited courses. Power slides, drifting and "barrel rolls" and battle weapons. Ahem... see ChoroQ – which is basically Penny Racers in Japanese – check out page 32 for more information.









Check these screenshots, then turn to page 32 to see just how similar this game looks to ChoroQ

Costumed Vengeance

WCW/NWO Revenge takes wrestling to the N64th degree with a realistic yet hilarious grapple'em-up

THQ ARE BEING as cocky as the wrestlers they portray in WCW/NWO Revenge, by claiming it's "The most realistic wrestling title on the market featuring double the wrestlers, double the realism, and double the fun of any other title."

WCW/NWO Revenge, the sequel to the mega-hit WCW vs. NWO: World Tour, boasts the largest assortment of WCW and NWO superstars in a wrestling title, displaying more of their signature moves and taunts.

This massive 128 MB cartridge also allows players to save vital statistics on an individual wrestler's win/loss record and the belts he holds. Armchair grapplers control their favourite wrestler's destiny with a complete costume edit feature – switching wrestlers from WCW to NWO. A new and improved Battle Royale mode adds unrelenting action to this power-packed title, allowing a player to fight his way to the top, in a 40-man, all out war.



Arcade-style scores are given at the end of each match and there's a new "Championship" mode allowing players to win the different WCW belts. There are real Pay-Per-View arenas, including Bash at the Beach, Souled Out, Halloween Havoc, Starrcade and more, with each wrestler making a stunning entrance accompanied by WCW theme music and over 700 frames of animation per wrestler.

Smoother animations, better graphics, faster speed, improved AI, new character texture maps, including realistic faces, hair and tattoos have all been included. The game will even feature a costume edit mode that lets you change your favourite wrestler's costume to whatever you fancy – so long as it's in spandex!

To wrap the whole thing up, the game features the voice and the likeness of official WCW referee Mark Curtis and is rumble pak compatible, making for some strong wrists if the action's half as exciting as THQ are making out. Find out more in next month's preview.

GT In Sleep Shocker

GT INTERACTIVE HAS secured the rights to Eurocom's N64 title 40 Winks. GT fought off fierce competition from a host of publishers to sign the world wide publishing rights to 40 Winks on N64 and Pl Station.**

This deal further underlines GT Europe's strategy of product acquisition and its drive towards becoming a European as well as a US publishing force. The title is scheduled for release in the latter stages of 1999 and is expected to fall into the 'AAA' (i.e. 'it's a bit good') category.

Eurocom's past successes have included Duke Nukem 64, Disney's Hercules and Cruisin' World. GT's Publishing Director, Marc Swallow, said of the deal, "We believe that Eurocom with 40 Winks have found the publishing home for what is destined to be one of the benchmark titles of next year. Our strength in marketing and distribution will ensure this title the success that it deserves. Eurocom are establishing an enviable reputation in the development community as providers of the very best in entertainment software."

Mat Sneap, director of Eurocom and project lead on 40 Winks echoed this, "We are delighted to partner with GT Interactive in the production of 40 Winks. Our choice of GT as publisher is based on their global distribution, superb marketing resources and their strong team of producers."

What it's actually about, however, still isn't clear as yet! We'll know more info by next month's ish, though. Eurocom Developments Ltd develops action-based entertainment software for the Sony, Nintendo, Sega and PC.

Eurocom is an independent company founded in 1988 and has developed more than 40 titles on console and PC platforms. The company employs a creative team of 70 developers based in Derby ●

WipeOut 64 Update

Gravitational







One of the most popular action race games ever is coming to the N64 with incredible new visual power and fully enhanced gameplay glory. With new deadly weapons, challenging circuits and an all-new race structure, Psygnosis' Wipeout 64 delivers the most addictive arcade-style action yet seen, even packing in a four player split-screen challenge for the ultimate explosive race experience. Famous for its cutting edge looks, Wipeout 64 is set to bring the future even closer this autumn

Alex

"I truly believe that in anti-gravity racing, we have created a hymn to the soaring human spirit"
– Pierre Belmondo, anti-gravity pioneer, writing in his autobiography 'Leaving The Earth Behind' (Goldsmith & Goldsmith Publishing)





Team select

AG SYSTEMS
A Japanese team with highly controllable craft. However, in order to gain some extra speed, some shield energy has been sacrificed. ideal for the slightly more experienced pilot

AURICOM
The American Auricom Research team use a powerful engine giving excellent speed capabilities. Their craft are quite difficult to handle and are therefore more suitable for the intermediate pilot

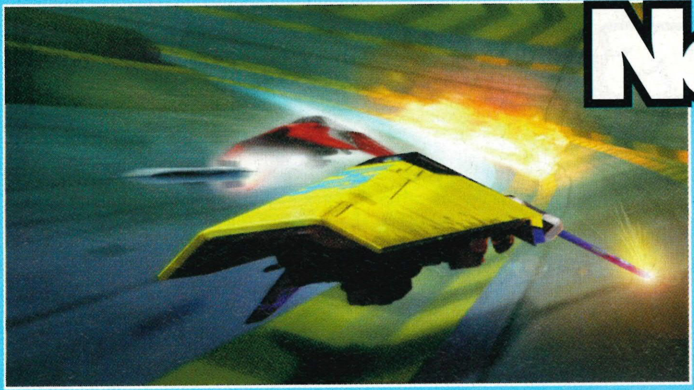
QIREX
This Russian team operate extremely fast, power-hungry ships. The difficulty in controlling them makes the Qirex craft suitable only for very experienced pilots

FEISAR
This European consortium opt for ease of control above speed, although their craft accelerate well. Superb for beginner pilots

AG-SYS™ AURICOM® QIREX FEISAR®

Left: Designers Rebublic badges ahoy – they look great on t-shirts

Push



Playing the game

Whichever type of race you've chosen, the basic craft control system remains the same

SHIELD ENERGY
Each time you collide with the side of the track or are hit by an enemy weapon, your shield energy will be depleted. When shield energy levels reach zero, your ship will explode. The on-screen shield energy bar shows your shield energy level at a glance

SPEED-UPS
These are blue arrows on the track. Fly over them for a brief speed boost

CHECKPOINTS
As soon as you begin a race, a countdown showing your allotted time will be activated. If the counter reaches zero before you pass the next checkpoint, the game will be over

WEAPON GRIDS
These are coloured crosses on the track. Fly over them to pick up a weapon. The weapons and power-ups section gives more information. Remember that weapon grids are deactivated in a time trial, although one turbo power-up will be allocated each time your craft crosses the Start line. The option to race without weapons is also available

Key features

Six awesome race circuits with jaw-dropping scenery and superfast race thrills

- 15 ships on track at once
- Five new super-weapons with spectacular graphical effects
- Multi player tournament mode
- Split-screen racing with up to four players for intense multi player action
- Supports the N64 Rumble Pak

Class select

VECTOR
The slowest racing class, ideal for getting used to the circuits. Single races at Vector speed are two laps long

VENOM
A medium paced racing class for the rookie pilot. Single races at Venom speed are three laps long

RAPIER
A super-fast racing class for experienced F5000 pilots. Single races at Rapier speed are four laps long

Racing Modes

SINGLE RACE
Raw racing action with powerful weapons against 14 other craft

TIME TRIAL
There's no-one else out there on the track, it's just you against the clock. A ghost craft repeats the best lap raced on the chosen track at the chosen class, so beat it if you can.

On the first lap, you'll be given an automatic turbo start and a turbo power up as you cross the start line. On each subsequent lap, you'll get a turbo power up as you cross the start line, but remember that you can only keep one turbo at a time.

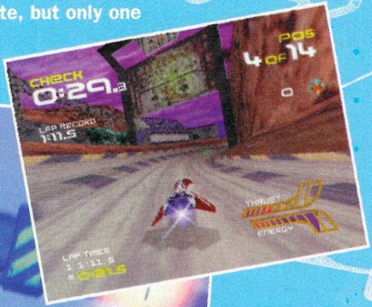
When you're in time trial mode, the checkpoint time in the top left corner of the HUD screen shows the difference between your current lap and the ghost lap. If you're slower than the ghost lap, the time difference appears in white. If you're ahead of the ghost lap, the difference appears in yellow with a minus indicator. The session best time is also displayed, which shows the best time recorded during a session on a specific track and racing class.



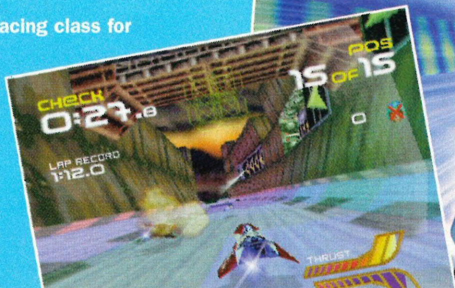


CHALLENGE
A series of race challenges designed to test your anti-gravity racing prowess to the full. If you want to reach the pinnacle of F5000 racing, this is the option for you. When racing in this mode, the target display will appear on-screen – this indicates the next appropriate target for you to reach

MULTI PLAYER
The most intense multi player racing in history. Up to four pilots can race to join the elite, but only one can win the game.





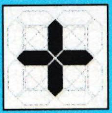




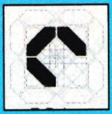
"We race. We die. There is no beauty any more"
- Stefan Geist of the Qirex F5000 anti-gravity race team responding to Pierre Belmondo on a live Datacast discussion show, March 2098

Weapons and power-ups

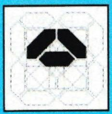
All weapons are pre-loaded onto your craft before a race. When you fly over a weapon grid, one of them will be activated and the relevant weapon icon appears on-screen



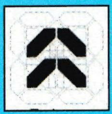
Mines
When fired, mines drop from the back of craft. They cause damage to ships which fly into them, but can be destroyed using the Thunder Bomb



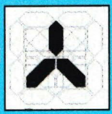
E-Pak
When activated, an E-Pak will boost your shield energy



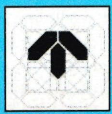
Autopilot
When activated, your ship switches to autopilot and will fly under automatic control for a short period. When this period of time is up an on-screen message 'disengaging' is displayed. However, it will only disengage when the ship is on an even keel. You may disengage the autopilot at any time by pressing the Bottom C Button. This will return you instantly to manual control



Turbo boost
When fired, a Turbo Boost speeds up the craft very quickly for a short period

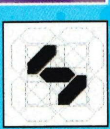


Rockets
Rockets fire in bursts of three from the front of the craft and drain shield energy on impact. They have terrain hugging capability, but fire only in a straight line. Aim carefully

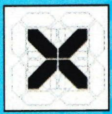


Missiles
Similar to rockets, but only fires one at a time. Missiles have heat-seeking capability and can lock on to enemies both in front and behind your craft.

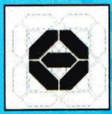




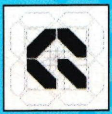
Electro bolt
Fires from the front of the craft. Causes a ship to stall and become difficult to control for a brief period on impact. Also causes shield energy drain. Wait until the target locks onto an enemy ship before firing



Thunder bomb
When fired, a Thunder Bomb inflicts a large shield energy drop on all visible craft



Shield
When activated, a shield protects your ship from further shield energy loss. Each shield is subject to a time limit. When a shield is activated, you can't fire another weapon but you can pick one up



Quake disruptor
Just try it. Needless to say, causes massive shield energy loss on impact and will make you laugh like an idiot for days

Super Weapons
Recent rule changes made by the F5000 internal Race Committee allow each team to develop a Super Weapon which is only available to their own pilots

Feisar mini gun
A rapid fire gun which is aimed via a cross-hair on the HUD. Once the Mini Gun has been activated, it is only available for a few seconds

AG Systems shield raider
The Shield Raider targeting system will lock onto enemy craft. It inflicts a large shield energy drop when it hits, then a missile of pure shield energy will impact with your craft, giving you an instant shield energy recharge

Auricom energy sphere
Energy Spheres fire in a straight line, damaging every enemy craft they pass through. They need to be charged up before they reach full power - this is done by holding down the B Button until the Energy Sphere on the front of your craft begins to glow. Fire the weapon by releasing the B Button. The weapon can be fired before full power is reached, but it will inflict less damage

Qirex power snare
This weapon fires from the front of the craft and shoots a long way down the track. It then creates an energy wall which causes damage to all craft flying through it. As the Power Snare is tuned to the same electromagnetic frequency as the ship which fired it, this craft will remain unharmed when flying through it

Challenge select

There are three challenge competitions to choose from, each one consisting of six individual races. You start on the first race of your chosen challenge, but you can only move up to the next race if you finish with at least a bronze award.

Awards are given depending on your race performance. The bronze award is hard to win, the silver award is really hard to win and of course, the gold award can only be achieved by supreme pilots.

When you select a challenge, you go to the relevant Challenge Screen which will give you your race objectives, race information and your current award status

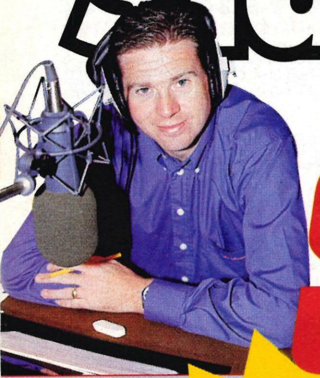
RACE CHALLENGE
Race against a full field of enemy craft – some of the races will also feature weapons. The Race Challenge Screen will tell you the position in which you must finish to gain an award

TIME TRIAL CHALLENGE
This is pure racing against the clock – there are no weapons or enemy craft. All the races are single laps. The Time Trial Challenge Screen will tell you the lap time or race time you must achieve to gain an award



WEAPON CHALLENGE
Dish out some damage and destroy as many enemy craft as possible. The Weapon Challenge screen will tell you how many enemy craft you must eliminate to gain another Wipeout award

Stats:



Software House

WIN a subscription to N64 Pro for a year with your suggested Dream Team

Exciting stuff this month with our first ever Reader Dream Team! And of course there's the usual merriment of the tables as well...

What's it all about?

NINTENDO'S dominance grows ever stronger, leading to calls for us to separate them from developing gods Rare (which we've done), and you can expect more innovations along the lines of our ground-breaking Pools competition in the near future.

This month seees a change to our regular format with a new reader dream team supplied by Mathew Workman – along with the League Tables themselves which, although the N64's still in its relative infancy, is the only guide you can trust to tell you who's got to grips with our favourite machine and who's still struggling.

Basically, those near the top are the names whose games you should be getting excited about, while the ones at the bottom should be avoided by all but those who enjoy the pain that comes with frittering away fifty quid on the gaming equivalent of a Hanson concert.

And to recap, it works like this. Each game that is released is assessed by every member of the N64 Pro team and is awarded points on a scale ranging from 3 points for a top class effort, right down to -2 points for a great steaming turd of a game. These points are then totalled up for each publisher and they will either climb or drop down the league tables accordingly.

It all works a bit like the football really, only with an ever so slightly more complex scoring system. Anyway, you should be getting the hang of it by now...

Key: **R** = Games Released **E** = Number of games rated excellent (3 points) **G** = Number of games rated good (1 point) **A** = Number of average games (0 points) **S** = Number of games rated shite (-2 points) **Pts** = Total number of pointed scored

N64 Pro Premier League

	Publisher	R	E	G	A	S	Pts
1	NINTENDO	21	9	9	1	2	24
2	Acclaim	7	3	4	0	0	13
3	Konami	8	3	2	3	0	11
4	Ocean/Infogrames ▲	6	2	4	0	0	10
5	RARE ▼	5	3	1	0	1	8
6	Namco	1	1	0	0	0	3
7	Electronic Arts ▼	4	1	0	2	1	1
8	Human ▼	2	0	1	1	0	1
9	THQ ▼	2	0	1	1	0	1
10	Titus	2	0	1	1	0	1

N64 Pro Division One

	Publisher	R	E	G	A	S	Pts
1	Bottom Up	1	0	1	0	0	1
2	T & E Soft	1	0	1	0	0	1
3	Crave	1	0	1	0	0	1
4	Culture Brain	1	0	1	0	0	1
5	Ubi Soft	1	0	0	1	0	0
6	Seta	1	0	0	1	0	0
7	Take 2	3	0	0	2	1	-2
8	Ascii	1	0	0	0	1	-2
9	Video System	1	0	0	0	0	1
10	Athena New Entry	1	0	0	0	1	-2
11	Hudson ▼	6	0	1	3	2	-3
12	Interplay	2	0	0	0	2	-4
13	GT Interactive	17	0	6	5	6	-6

Note: Where two or more publishers' point totals are the same the number of games released will be used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

To be played this month

F1 World Grand Prix – *Nintendo*
Cruis'n World – *Nintendo*
Off Road Challenge – *GT Interactive*
ChoroQ 64 – *Takara*
WWF Warzone – *Acclaim*
Buck Bumble – *UbiSoft*
Rakuga Kids – *Konami*
Iggy's Reckin' Balls – *Acclaim*
Waialae Golf – *Nintendo*

League points from these games will be awarded next issue

Last Month's results

F Zero X – *Nintendo* **3pts**
Mission: Impossible – *Infogrames* **3pts**
Star Soldier – *Hudson* **-2pts**
Dezaemon 3D – *Athena* **-2pts**

Stats

Leagues

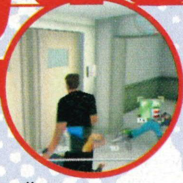
Star Player

ISS World Cup France '98 – Rare

For the first time ISS' status as our Star Player came under threat with the emergence of Rare's new prodigy Banjo. We decided it should hang on for the time being though for two reasons. Firstly, that the new ISS is even better than the old one, and secondly, that Banjo's stamina for the long haul remains unproven.



Hall of Fame



OCEAN ARE making a bit of a charge these days, first with Wetrix and now **Mission: Impossible** scoring well for them and as result they move up into fourth place. F-Zero X keeps Nintendo comfortably ahead of the pack though – they're still 11 points clear of nearest challengers Acclaim – but with the challenging third parties lining up some massive releases over the next few months, Nintendo will be lucky not to have that lead slashed very soon. Watch specifically for Acclaim and Ocean putting in a spurt followed by a late surge from Konami around the turn of the year.

Hall of Shame



NOT MUCH to talk about in the shame stakes this month other than Hudson again doing themselves no favours with another appalling release – **Star Soldier**. Others languishing in the lower reaches were largely inactive, leading to stagnation. Athena make a debut appearance in the lower reaches in what's hopefully a false position. **Dezaemon 3D** scores so badly mainly due to our inability to read Japanese, and with a bit of luck any future western version will turn out to be a bit of a treat. Apart from that it's as you were down the bottom.

Overall Picture

WE'VE BROKEN down the numbers from all the games we've ever reviewed and it throws up some interesting stats indeed, most notably that we think almost 60% of all games released have been above average! And given that we're all writers and rubbish at maths you'd better enjoy them because they were a right pain to work out. And we certainly didn't print the wrong ones last issue. Oh no, definitely not...

95 GAMES:

- *22 Excellent (23.2%)*
- *34 Good (35.8%)*
- *21 Average (22.1%)*
- *18 Shite (18.9%)*
- *58.1% Above Average*
- *41.9% Below Average*

N64 Pro Reader's Dream Team

★ Matthew Workman wins a year's subscription to N64 Pro! ★

Our inaugural Reader Dream Team comes from Matthew Workman of Warrington, and we think he's done a pretty good job, so check it out. We'll be printing one every so often so if you fancy having a bash then send it in and you could soon be seeing your name up in lights. If you want to send in a photo of yourself along with it we'll print that too. Aren't we nice?

1 – NHL Breakaway – A strong and skilful goalie who combines a solid defence with moments of brilliance (that save from Pele etc.). The first keeper and looks to be staying there until someone with a bit more size comes along. Can't see it myself.

2 – Nagano Winter Olympics – An extremely clever right back gets the nod instead of the usual beefy Brits. Combines skill and passing ability, and also has the style to take out opponents. Piles of skill, brilliant use of the ball and the speed of a cheetah make this a class addition to my line-up.

3 – Extreme G – A left back in the Roberto Carlos mode. This speedy defender uses all his pace to outwit the opposition and put in great crosses for his forwards. Good passing ability and makes the tackles on all comers with incredible ease.

4 – Wetrix – A centre half who has a determined attitude and a big heart. Clever and uses the ball well but also crunches all oncomers and puny pretenders to his crown with style and comfort. Another of Man United's kids and will stay at the heart of defence for a long time.

5 – Fighters Destiny – To complete my line-up of defenders I've gone for another Man U youngster. Great battling qualities that just get better with every game. Better watch out though as MK4 is said to have a better passing game. Supported City as a kid (and rightly so).

6 – Madden 64 – A great addition to the side in the Paul Ince mould. Sits in front of the defence and stops all midfield breaks. An experienced head on his shoulders and an important player coupled with the likes of Bond.

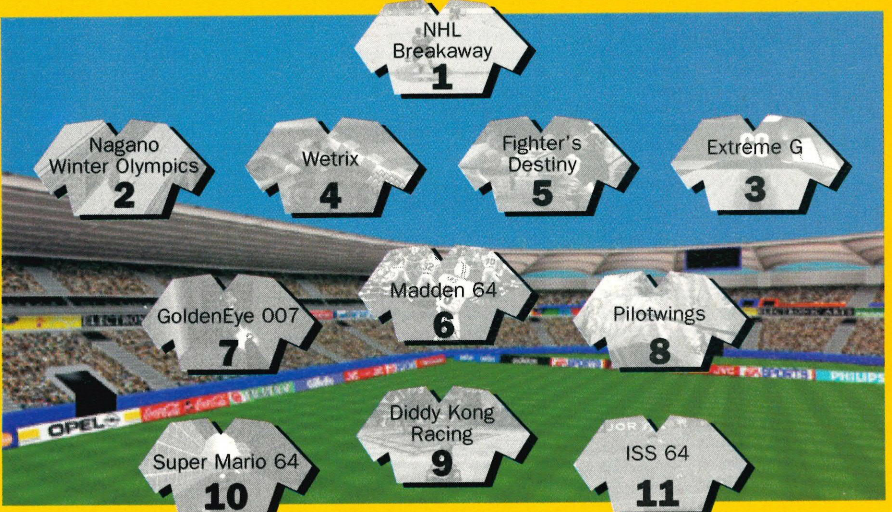
7 – GoldenEye 007 – The playmaker and the most talented player on the field. The man with the shooting ability, the flicks and everything else that is associated with a genius. Plays the telling passes and gets back to help the defence. The star player who can create a goal from nothing.

8 – Pilotwings 64 – The midfield maestro. A quality player who is the Mattius Sammer of the team. Sits back and lets other members make the tackles and do the fancy flicks, but plays all the clever passes. Brilliant brain. The cleverest player on the field links defence to midfield to attack.

9 – Diddy Kong Racing – The third striker is in the Denis Bergkamp mould in that he can score the beautiful goal as well as make the beautiful pass. Has quick bursts of speed and joins the two forwards whenever possible. Has vision, pace, power, skill and aggression. A joy to watch.

10 – Super Mario 64 – The best player ever. Well some certainly think so and I am one of them. Skillful and beautiful yet polished talent is the one thing which defenders are scared of (apart from pace, which his counterpart has plenty of). One of the stars of world football (and retail sales).

11 – ISS 64 – The one player who will never let you down. He has devastating talent and people want to play him more and more. The most complete footballer ever to grace our planet. He has speed, enthusiasm, style and charisma. He will keep his place forever (well at least until a newer model of him comes along).





Release Schedule

Featured Software House
OCEAN/INFOGRAMES



THIS MONTH the spotlight falls on Manchester based Ocean and their French bedfellows Infogrames, who, as a quick glance at the Software House Leagues proves, have had no difficulty in establishing themselves as one of the N64's elite publishing outfits. Big names such as Wetrix and Mission: Impossible have got them where they are today but the Release Schedule shows quite clearly that they're not sitting back and basking in former glories. The foundations are laid and they're pressing ahead with a whole host of exciting new games.

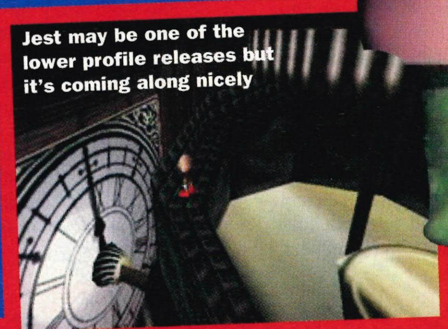
It's difficult to pick a biggest name, but if we were to stick our necks out and pick our top tip it would probably be V Rally 64. By all accounts this racer is more than just your average PlayStation port, but it's tightly under wraps at the moment so we'll show you some pictures just as soon as we're allowed to.

Also bound to be massive are the intriguing looking Space Circus, the excellently licensed Ronaldo Soccer game and the long in development Jest. Infogrames have also tied up a highly lucrative Warner Bros license which will see a whole series of games appearing on the N64. The ones announced so far are Looney Tunes: Space Race, Tasmanian Express and Duck Dodgers in the 3 1/2 Dementia, but there are plenty more planned to follow those!

All in all the future looks all the more rosey for their continued support of the N64, and we say long may it continue!

In the coming months Ronaldo Soccer will become one of the biggest names around





Jest may be one of the lower profile releases but it's coming along nicely

The new style Release Schedule has been up and running for a few issues now with no complaints, so it looks like it'll be staying like this for the foreseeable future. We're all much happier with it now, and it seems like you lot are too. This month's featured publisher is Ocean/Infogrames, and we also pick out our most recent and imminent must have carts... ***STEVE***

Key: ● *- UK Release* ● *- American Release* ● *- Japanese Release* **DD** *- 64DD Game*
Black *- No Specific details* **Q1** *- January to March* **Q2** *- April to June* **Q3** *July to September*
Q4 *October to December*

1998

Game	Publisher	Release
International Superstar Soccer '98	Konami	September 4
Chopper Attack	GT Interactive	September 11
Gex: Enter the Gecko	GT Interactive	September 11
Off Road Challenge	GT Interactive	September 11
Strike Zone (Mike Piazza's)	GT Interactive	September 11
Bio Freaks	GT Interactive	September 18
Mortal Kombat 4	GT Interactive	September 18
NFL Blitz '98	Midway	September 20
Deadly Arts	Konami	September 22
NFL Quarterback Club '99	Acclaim	September 22
NASCAR '99	EA Sports	September 22
SD Hiryu No Ken 64	Culture Brain	September 25
SimCopter 64	EA/Square	September 25
Cruis'n World	Nintendo	September 26
Madden NFL '99	EA Sports	September 26
NFL Quarterback Club '99	Acclaim	September
Buck Bumble	Ubi Soft	September
F Zero X	Nintendo	September
Madden '99	EA Sports	September
SimCopter 64	Maxis	September
Twisted Edge Snowboarding	Midway	September
WCW/NWO Revenge	THQ	September
Banjo & Kazooie's Adventure	Nintendo	Q3
Bio Tetris	Amtex	Q3
Bust-A-Move 3	Acclaim	Q3
Knife Edge	Kemco	Q3
Jinsei Mezase! Resort King	Taito	Q3
Last Legion X	Hudson	Q3
NHL '99	EA Sports	Q3
Ogre Battle Saga	Nintendo	Q3
S.C.A.R.S.	Ubi Soft	Q3
Space Circus	Ocean	Q3
Twisted Edge Snowboarding	Kemco	Q3
1080 Snowboarding	Nintendo	October 01
VR Pool 64	Crave Entertainment	October 02
Extreme G 2	Acclaim	October 06
Let's Smash	Hudson	October 09
Fighting Force 64	Eidos	October 12
Body Harvest	DMA Design	October 13
Glover	Hasbro	October 20
NHL 99	EA	October 20
Turok II: Seeds of Evil	Acclaim	October 20
Space Station: Silicon Valley	Take-Two	October 23
Twelve Tales: Conker 64	Rare	October 27
Buck Bumble	Ubi Soft	October
Fighting Force	Eidos	October
Fox Sports College Hoops '99	Fox Sports	October
F Zero X	Nintendo	October 26
Knife Edge	Kemco	October
Penny Racers	THQ/Takara	October
WCW/NOW Revenge	THQ	October
NFL Blitz	GT Interactive	November 13
Legend of Zelda: Ocarina of Time	Nintendo	November 23
64 Oozumo 2	Bottom Up	November
All Star Tennis '99	Ubi Soft	November
Charlie Blast's Challenge	Kemco	November
King Hill 64 Extreme Snowboarding	Kemco	November
Milo's Astro Lanes	Crave	November
NBA Jam '99	Acclaim	November
Onegai Monsters	Bottom Up	November
Rat Attack	Mindscape	November
Rayman 2: The Great Escape	Ubi Soft	November
Roadsters '98	Titus	November
Rush 2: Extreme Racing	Midway	November
S.C.A.R.S	Ubi Soft	November
Survivor Day One	Konami	November
Tonic Trouble	Ubi Soft	November



The Warner Bros license could well turn out to be more a licence to print money than one to make games!

Some of the Space Circus characters are a little unusual to say the least. As this beast on the left proves

Le Space Circus as it's known in France is up for review next issue

Game	Publisher	Date
V Rally 98 Arcade Championship Edition	Ocean	November
WCW Nitro	THQ	November
WipeOut 64	Psygnosis	November
Duke: Time to Kill	GT Interctive	December 18
Bokojou Monogatari (Harvest Moon 64)	Victor	December
Doraemon 2	Epoch	December
Monaco Grand Prix Racing Simulation	Ubi Soft	December
In-Fisherman Bass Hunter 64	Take 2	December
Legend of Zelda: Ocarina of Time	Nintendo	December
Nightmare Creatures	Activision	December
Quake 2	Activision	December
Shadowgate 64 - Trial of the Four Towers	Kemco	December
Star Wars: Rogue Squadron	LucasArts	December
Akumajou Dracula 3D (Castlevania 64)	Konami	Q4
Air Boardin' USA	Human	Q4
Battle Tanx	3DO	Q4
Chameleon Twist 2	Sunsoft	Q4
Dual Heroes	Hudson	Q4
Fighting Force 64	Eidos	Q4
Legend of the River King 64	Natsume	Q4
Lode Runner 64	Big Bang	Q4
Magic Flute	Sunsoft	Q4
Micro Machines V3	Codemasters	Q4
NBA Live '99	EA Sports	Q4
ODT	Psygnosis	Q4
Rayman 2	Ubi Soft	Q4
Top Gear Overdrive	Kemco	Q4
SanRio Time Net World	Imagineer	Q4
Survivor Day One	Konami	Q4
Winback	Koei	Q4

1998 (specific dates to be announced)

Game	Publisher
Blades of Steel 2	Konami
Bottom of the Ninth '98	Konami
Cabbage	Nintendo **DD**
Command and Conquer	3D Westwood Studios
Chameleon Twist 2	Japan Supply System
Dragon Storm	MGM/Interactive Studios
F1 Simulation '98	Ubi Soft
Flight Sim (Aces of the UN)	Video System
F Zero Expansion Set	Nintendo **DD**
Hiryu No Ken Twin 2	Culture Brain
Jest	Ocean/Curved Logic
Magic Flute	Sunsoft
Mario Artist: Picture Maker	Nintendo **DD**
Mario Artist: Polygon Maker	Nintendo **DD**
Mario Artist: Talent Maker	Nintendo **DD**
Mother 3 (Earthbound 64)	Nintendo **DD**
Need for Speed 64	EA/Paradigm
No Man's Island	Imagineer **DD**
Pokemon Stadium DD	Nintendo **DD**
Powerslide	Emergent
Puzzle Bobble 64	Taito
SimCity 64	Nintendo **DD**
Snowspeeder	Imagineer
Soccer	Parity Bit
South Park 64	Acclaim/Iguana
Spooky	ICE
Super Robot Battle	Bandai/Banpresto
Tetris 64	Nintendo/Blue Planet
Tonic Trouble	Ubi Soft
Turok 2	Acclaim
Ultra Donkey Kong 64	Nintendo **DD**
Wayne Gretzky 3D Hockey '99	Midway
World Grand Prix	Video System
WaZelda (Zelda DD)	Nintendo **DD**

1999

Game	Publisher	Date
Looney Tunes: Space Race	Ocean/Infogrames	January
Hybrid Heaven	Konami	March
Blades of Steel '98	Konami	Q1
Caesar's Palace	Crave	Q1
Carmageddon 64	Stainless	Q1
Castlevania 64	Konami	Q1
GT World Tour	Boss	Q1
Harrier 2000	Paradigm	Q1
Harvest Moon 64	Natsume	Q1
Hype - A Time Quest	Ubisoft	Q1
Jeff Gordon Racing	ASC Games	Q1
Jungle Bots	Titus	Q1
4x4 Mud Monsters	Take 2	Q1
NBA In the Zone '99	Konami	Q1
Road Rash 64	THQ	Q1
Rugrats	THQ	Q1
Shadowgate - Trial of the Four Towers	Kemco	Q1
Wild Metal Country	DMA Design	Q1
Winback	Koei	Q1
Blues Brothers 2000	Titus	Q2
Duke: Time to Kill	GT Interactive	Q2
Nuclear Strike	THQ	Q2
Tasmanian Express	Infogrames	Q2
Army Men 3D	3DO	September
Duck Dodgers in the 3rd 1/2 Dementia	Infogrames	Q3
Hercules: Legendary Journeys	Titus	Q3
Quest for Camelot	Titus	Q3
Xena: Warrior Princess	Titus	Q3
Daikatana	ION Storm	Q4

1999 (specific dates to be announced)

Game	Publisher
64 Oozumo 2	Bottom Up
Cavalry Battle 3000	Nihon Supply System
Derby Stallion	Parity Bit **DD**
Doubutsu Banchou	Saru Brunei **DD**
DT	Game Studio
Elftale (Quest 64)	Imagineer
Emperor of the Jungle	Nintendo
Exhumed 64	Crave/Lobotomy

Release Schedule

Must Buys

Recommended recent releases



Banjo-Kazooie: Easily one of the N64's top three games. Incredible!



Mission Impossible: Has its critics, but it's a winner all the way in our opinion



F1 World Grand Prix The best F1 game on any format. No argument

The Jordan team's fortunes have taken a distinct turn upwards since N64 Pro's own lucky charm – 'artist' Jim – visited them recently

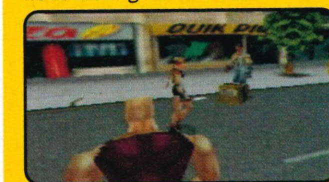


game keeps getting better the more you play it



Forthcoming Attractions

These are some important dates for your diaries as they're what we think will be some of the biggest names in games over the next few months. They're not definitely all going to be world beaters, simply some of the ones we're looking forward to...



- **Madden '99**
  – EA Sports (September 26th US)
- **1080° Snowboarding**
  – Nintendo (October 1st UK)
- **Extreme G 2**
  – Acclaim (October 6th US)
- **Fighting Force 64**
  – Eidos (October UK) *Pictured above*
- **Zelda 64**
  – Nintendo (November 23rd JAP)

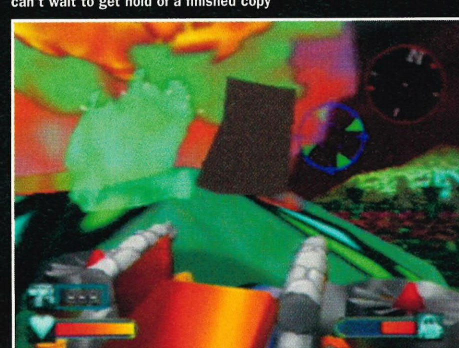
- Fire Emblem 64 .... Nintendo
- First Samurai 64 .... Vivid Image
- Fishing .... Nintendo
- Fushigi no Dungeon .... Chunsoft
- Gauntlet 64 .... Midway/Atari
- Golf .... Nintendo
- Hashire Boku no Uma .... Culture Brain
- Hybrid Heaven .... Konami
- Jissen PachiSlo Hissyouhou .... Sammy
- Jungle Taitei (Emperor Leo) .... Nintendo **DD**
- King of Pro Baseball 2 .... Imagineer
- Kiratto Kaiketsu! 64 Tanteidan .... Imagineer
- Kirby 64 .... Nintendo
- Kyojin no Doshin .... Param **DD**
- Macross (Robotech) .... Tomy
- Mario Artist: Sound Maker .... Nintendo **DD**
- Makaimura 64 (Ghouls 'n' Ghosts 64) .... Capcom
- Mickey's Tetris .... Capcom
- Namco RPG .... Namco
- Nushi Tsuri 64 (River King) .... Pack-in Soft
- Perfect Dark .... Nintendo/Rare
- Pikachu Genki DeChu .... Nintendo
- Pokemon Snap .... Nintendo **DD**
- Project Cairo .... Crave Ent'ment **DD**
- Pro Shinan Mah-jongg .... Culture Brain
- Rockman Dash (Mega Man) .... Capcom
- Shadowman .... Acclaim/Iguana UK
- SimCopter 64 .... Electronic Arts
- Snowspeeder .... Imagineer
- StarCraft .... Nintendo/Blizzard
- Star Wars Prequel .... Game LucasArts
- Street Fighter .... Capcom
- Super Mario 64 2 .... Nintendo **DD**
- Super Mario RPG 2 .... Nintendo **DD**
- Suu .... Imagineer **DD**
- Teo .... Fujitsu **DD**
- Thornado .... Factor 5
- 7th Legion .... Epic Megagames
- Acclaim Sports Soccer .... Acclaim/Probe
- Aeon Flux .... GT Interactive
- Bio Tetris .... Amtex
- GT Racing .... Midway
- Deadly Honor .... TecMagik
- Deep Blue .... Konami
- Destruction Derby 64 .... Psygnosis
- Donkey Kong World .... Nintendo/Rare
- Earthbound 64 .... Nintendo **DD**
- F-Zero X Expansion Set .... Nintendo **DD**
- Ghouls'n'Ghosts 64 .... Capcom
- Golden Nugget 64 .... Virgin
- Jet Force Gemini .... Rare
- Kirby 64 .... Nintendo
- Legend of Zelda DD .... Nintendo **DD**
- Lego Racers .... Lego/High Voltage
- Magic the Gathering: Armageddon .... Acclaim
- Mario 64 2 .... Nintendo **DD**
- Mario Artist: Picture Maker .... Nintendo **DD**
- Mario Artist: Polygon Maker .... Nintendo **DD**
- Mario Artist: Sound Maker .... Nintendo **DD**
- Mario Artist: Talent Maker .... Nintendo **DD**
- Mega Man 64 .... Capcom
- Mission Impossible 2 .... Ocean/Infogrames
- NBA Fastbreak 64 .... Midway
- Paperboy 64 .... Mindscape
- Pokemon Stadium .... Nintendo
- SimCity 64 .... Nintendo **DD**
- Smurfs 64 .... Infogrames
- Space Bunnies Must Die .... Take 2/Ripcord
- Super Mario RPG 2 .... Nintendo **DD**
- ToeJam & Earl 64 .... TJ&E Productions
- Ultra Descent .... Interplay

1998 (specific dates to be announced)

- LightBlaster 64 InterAct Q2
- Nintendo 64 Mouse .... July
- 64DD Nintendo Q3
- Capture Cartridge Q3
- 64 GB Pak Nintendo .... TBA
- Voice Recognition Headset Nintendo .... TBA

ONE TO WATCH

Body Harvest is Gremlin's first ever N64 release, and hopefully the first of many. It's also one of the most original, intriguing and downright sick examples of video games you'll ever have seen. And we can't wait to get hold of a finished copy



Reviews

Remember this, games scoring over 90% should be bought straight away, games scoring under 50% should never have seen the light of day



The breakdown...

Icons

- Official release
- Japanese Import
- US Import

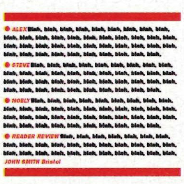
Stamp Of Approval



Anything scoring over 89% is basically a must buy and **we don't give out nineties lightly**! These are the games that grace the N64 console, will entertain you for months and are well worth the money, hence being awarded with N64 Pro's own unique boot-print Stamp Of Approval

Four Pro Reviewers

Four expert video game journalists' opinions with over 80 years' gaming experience between them are squeezed in at the end of every review – the email address of the main reviewer is printed along the edge for **instant reader response**



Your Opinion

There's one opinion from a reader who gets an all-expenses paid trip to see just what goes on in the N64 Pro office for a day. This person could, of course, be you. Write to **Reader Reviews, N64 Pro, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP** telling us why it should be you and we might just be in touch

This issue...

Turn the page NOW for this month's reviews

N64 Pro: Team's Gaming Preferences

Alex: Likes two-player competitive games, particularly sports sims. Favourite N64 game – ISS World Cup France 98. Hates RPGs. Looking forward to Rogue Squadron

Steve: Likes American sports games. Favourite N64 games – PilotWings 64 and Banjo-Kazooie. Hates beat'em-ups. Looking forward to Madden '99

Noely: Likes adventure games and RPGs. Favourite N64 game – Banjo-Kazooie. Doesn't hate any genre in particular. Looking forward to Zelda 64

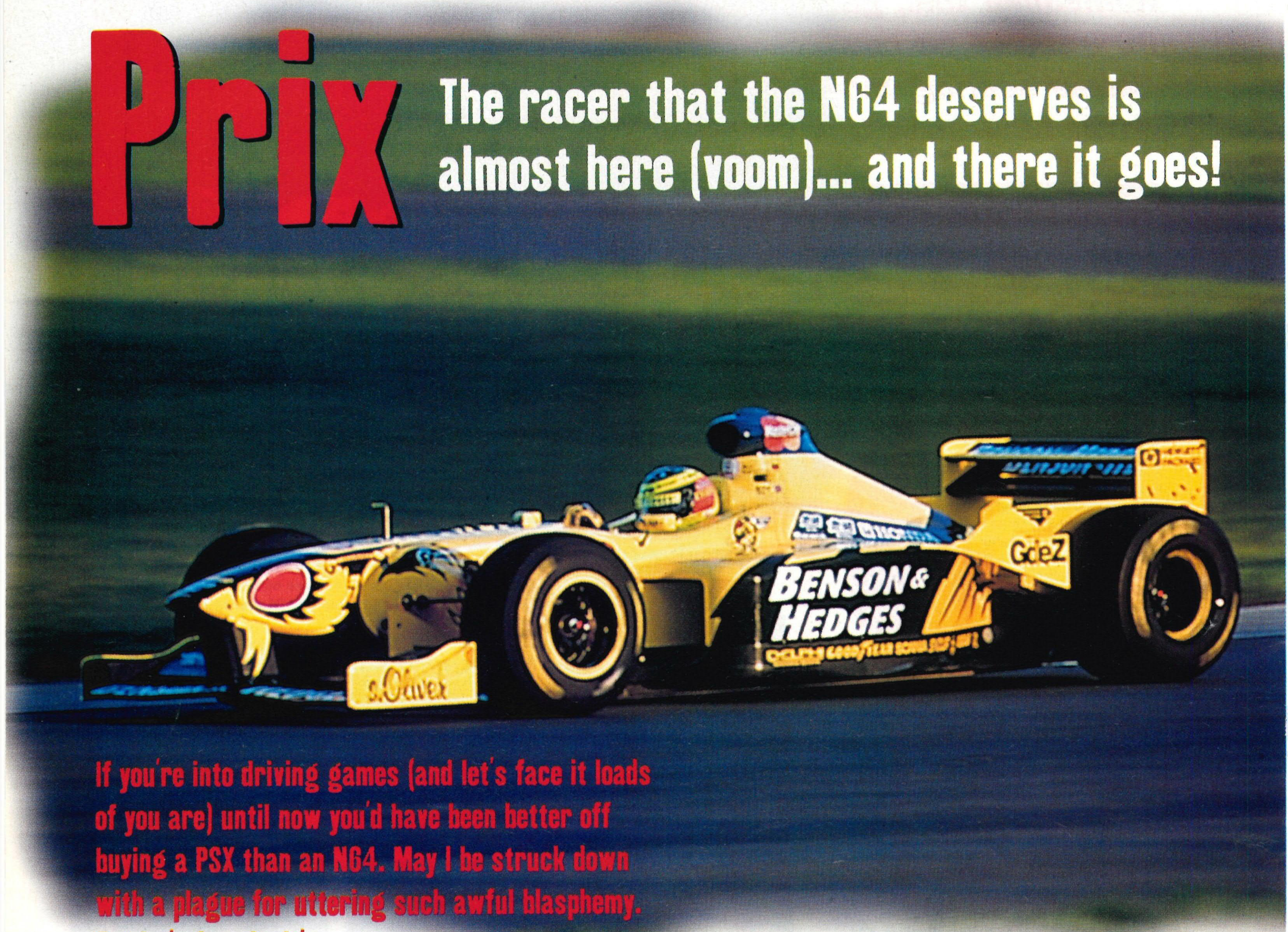
Mark: Likes shoot'em-ups. Favourite N64 game – Banjo-Kazooie. Hates SimCity type games. Looking forward to Silicon Valley

Review

● **PUBLISHER** Nintendo ● **CONTACT** THE Games, 01703 653377 ● **GENRE** Racing

F1 World Grand Prix

The racer that the N64 deserves is almost here (voom)... and there it goes!



If you're into driving games (and let's face it loads of you are) until now you'd have been better off buying a PSX than an N64. May I be struck down with a plague for uttering such awful blasphemy. But let's face it, it's the truth. Until now



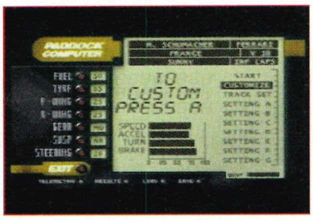
In whatever mode you play F1, you're guaranteed a great race

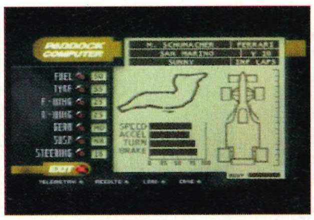
WE ALL KNOW that the N64 is the best games console on the planet. You know it. I know it. Hell, even Pl Station owners probably know it deep down. However, while arguing with your PSX owning mates about who has the best machine, you can confidently boast that the N64 has the best footy game (ISS), best 3D platform game (Mario 64 & Banjo), best shoot'em-up (Starfox 64), best Jet-ski game (Wave Race 64), best Snowboarding game (1080°) and so on and so on. But there's one genre in which the N64 comes second to the PSX, and that's driving games.**

It's an embarrassing state of affairs that while Sony's 'inferior specced' machine leads the race for the best console driving game with Colin McRae, Gran Turismo and F1 '97 among the pace-setters, the N64 lags several laps behind with the likes of San Fransisco Rush, Cruisin' USA and Automobili Lamborghini, with only Top Gear Rally in touch with (though still some way behind). Okay, okay so we've had cute racers a la Mario Kart and Diddy Kong Racing, but when it comes to serious car racing games, most of them have, until now, been er... well shite quite frankly.

The long and winding road

Well at long, long last the racing game that the N64 deserves has arrived. And boy has it arrived. The cart sped its way to our offices from our importers and sat there revving its meaty engine in our post

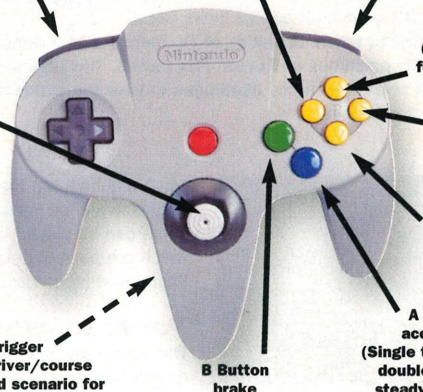

F1 WGP allows you to choose between various custom setups


If you prefer there's the option to manually alter the setup


F1WGP has Auto Brake & Assist options to help novices


At times the graphics in F1WGP look like real TV

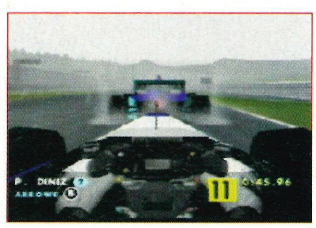





Fishichella starts 14th on the grid in treacherous conditions


A fairly solid start allows Fisichella to pinch 13th place


Check out the wonderful rain effects on this car in front


And here's the same view from inside the cockpit of Diniz's car ▶

tray. And as luck would have it, yours truly was fortunate enough to get the keys and take it on its first N64 test drive. Fortunate indeed, as it transpired that Mark instead got the dubious pleasure of taking Cruisin' World for a spin.

Full clean driver's licence

F1 fans will be pleased to hear that the game makes full use of the FIA licence and so features all 17 tracks from the 1997 Grand Prix season. From the San Marino Grand Prix with its long fast straights, through to the famed street circuit of Monaco, they're all in there, and what's more they've all been lovingly recreated to the last detail.

You can choose to race as any of the 22 drivers from the 11 teams and again these are all accurate from Damon Hill, through to Michael Schumacher and Mikka Hakkinen. The only notable absence being Jacques Villeneuve, who due to licensing complications (he's apparently licensed to do his own game) has been replaced by a generic 'Williams' driver. Once you've chosen your driver and course you may take part in either of the five race modes, these being Exhibition Race, Grand Prix, Challenge, Time Trial and finally a two player split-screen. But more on these modes later.

Graphically, the game doesn't disappoint. Admittedly, the N64's anti-aliasing routines mean that they're slightly blurred and fuzzy and lacking the razor sharp edges that you'd see on a PC game (with all its 3DFX wizardry going on) and most PSX racers. Nevertheless, despite this niggle the game still looks superb. Each of the tracks are instantly recognisable, with perfectly detailed background scenery and trackside objects, even down to accurate advertisement hoardings. And despite all the graphical detail on the scenery and the cars, plus the fact that the game tanks along at a fair old pace, there's little if any 'pop up' on any of the tracks. Compare this to most PSX racers which have buildings and objects merely yards in front of

Track Facts

All 17 tracks from the 1997 season are included in F1 WGP. Here's a rundown of the stats for each S = Speed, C = Corner, B = Bump, G = Grip, T = Tyre, E = Engine, R = Rain. This should help you to see how best to tackle each and every one of the courses.

Australia



Brazil



F1 World Grand Prix

View to a Thrill

The game can be played from various camera angles. Several behind the car views, two in-car views (one authentic and one slightly elevated) and one full screen (ie no car in view whatsoever). All are playable, with none there simply for show (apart from the broadcast mode). It's a matter of personal preference of course, but the authentic in-car 'driver's eye' view from the cockpit (my particular favourite) is by far the most realistic I've ever experienced on any driving game. On the subject of views, the action replay system in the game, though limited (it only replays the last lap and you can't pause and replay a particular moment at will), looks superb and shows off the graphical prowess of the game brilliantly. It's so good it almost looks like a TV broadcast at times. Speaking of TV, there's also a rather nice TV broadcast option in the exhibition and Grand Prix modes. This LIVE cam lets you watch a Grand Prix taking place and allows you to view the action from almost anywhere you choose













Before each race you're shown a 3D model of each track



Hill struggles for an overtaking opportunity at Monaco



At times the graphics look almost photorealistic



Viewed from within the cockpit the racing experience is smart

you being built 'on the fly,' and you see just how impressive a job Paradigm have done here. The game can be played from various viewpoints, all of which are perfectly playable as well as looking impressive (see: View To A Thrill).

Parrot on speed

The sound too is authentic. All the sounds you'd expect to hear are in the game. From your engine noise, through to the screeching of your tyres, as well as the sound effects as you crash, or collide with roadside objects. You can also hear the roar of fellow drivers engines as you approach and pass them (or as they pass you which is initially far more likely). The game doesn't have commentary by the inimitable Murray Walker. Instead, they've made way for the occasional comments from your pit crew.

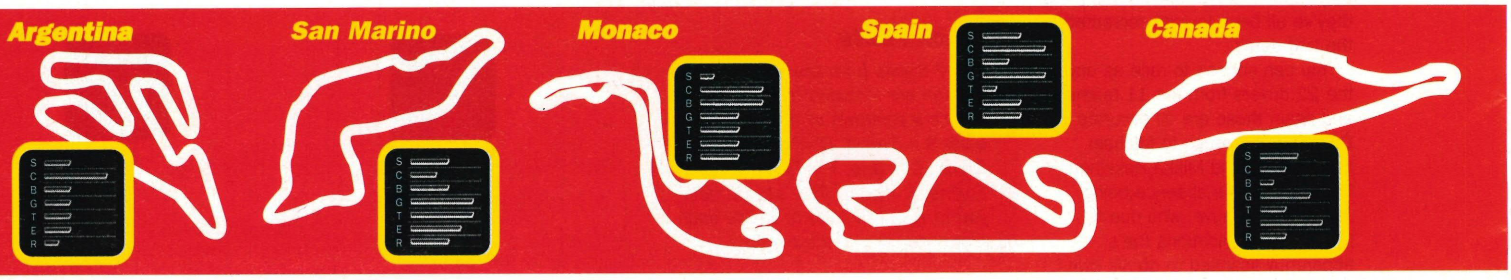
Initially I missed the Walkerisms. However, after considered opinion, I reckon the game benefits from the absence of Murray's hysterical screeching. The benefit is in the added realism. Paradigm's intention with F1 WGP was to give you the feeling that you're actually there driving an F1 car, so you wouldn't hear Murray Walker from inside your car, now would you?

Okay, so it looks and sounds realistic, but how does it handle? Well, before I answer that question let's get one thing straight. F1 WGP is first and foremost a 'sim'. It's an attempt to create a realistic F1 racing simulation rather than an arcade style racer. There's no powersliding or ridiculous jumps here, merely an attempt to create an F1 game that remains true to the sport, with realistic cars, handling, tracks and stats.

Unlike most driving games, that let you pelt around bends at nearly full speed, here you'll need to be disciplined enough to actually slow down at corners (now there's a novel idea). The emphasis is on realistic handling and as such you won't get very far if you drive like a maniac with your foot to the floor at all times.

Nevertheless, despite the initial difficulty and the fact that merely keeping your car on the track, rather than running off onto the gravel, or the grass, or into the track walls is tough to begin with, very soon you begin to get a feel for the way these cars handle. And the answer is that once you're used to the sensitivity of the controls and the layout of the tracks you'll find that your car handles like a dream.





They Like Driving in Their Cars

Fans of F1 will be pleased to hear that all the real drivers are in here (apart from Villeneuve who's been replaced by a generic Williams driver). Each driver has their own unique driving style as well as distinctive cars.



Damon Hill, Arrows | Pedro Dinis, Arrows | Driver Williams, Williams | Heinz-H Frentzen, Williams



M Schumacher, Ferrari | Eddie Irvine, Ferrari | Jean Alesi, Benetton | Gerhard Berger, Benetton



Mika Hakkinen, McLaren | David Coulthard, McLaren | Ralf Schumacher, Jordan | Giancarlo Fisichella, Jordan | Olivier Panis, Prost | Shinji Nakano, Prost | Johnny Herbert, Sauber



Nicola Larini, Sauber | Jos Verstappen, Tyrell | Mika Salo, Tyrell | Ukyo Katayama, Minardi | Jarno Trulli, Minardi | Rubens Barrichello, Stewart | Jan Magnusson, Stewart

Race on a particular track a few times and it becomes clear that part of the initial difficulty is to do with a lack of knowledge of the layout of each track. The problem being that until you know the courses well enough there's precious little time to react to tricky corners, chicanes and hairpin bends when you're doing 200mph and above.

As you learn each course you'll readjust for each corner accordingly as well as developing a feel for the correct racing line. You'll start to anticipate tricky bends, breaking just enough on approach and then applying the right amount of throttle to get you round corners, before slamming back on the accelerator to power out of the corner. And the driving experience is so exciting and so realistic that you'll find yourself literally swaying into the corners and leaning back in your seat as you brake.

Gentle learning curves

Thankfully though the game is well geared to help you get over the initially steep learning curve. The various game modes, as well as being entertaining in their own right have also been perfectly designed to encourage you to practice your driving skills and thus help to equip you for the challenge of taking part in a gruelling full F1 Grand Prix season.

Time Trial mode, for example, is an excellent way of learning the courses, since there's an onscreen depiction of the course map in the top corner of your screen to tell you when you're approaching a tricky bend. Plus the opportunity to race a Ghost Racer of your previous best lap time helps encourage you to constantly improve your lap times.

The Challenge Mode is extremely enjoyable with many varied challenges. But at the same time it helps to improve your skill level by forcing you to deal with typical situations which you may find yourself in during a race. And not forgetting Exhibition races ('one-off' matches in which you race on any of the 17 tracks against the rest of the grid) are of course excellent as dry runs for the real deal, the Grand Prix. And as for the Grand Prix mode itself, well that allows you to take part in a fully authentic and historically accurate F1 Grand Prix season complete with Friday and Saturday practices, qualifying and even warm-up laps.

Advanced driving courses

Pretty soon the more accomplished drivers among you will want to start upping the ante and F1 WGP offers various ways in which this can be done. The game has three difficulty levels to choose from rookie, professional and champion. The rookie setting with it's auto assisted steering and braking is for true beginners as well as the truly useless.

The professional level is less forgiving (cutting across corners and grass will see you spin out of control) and has more competitive opponents, The champion level with its seemingly impossibly twitchy cars and unforgiving handling is a real test of skill and patience, and one best left for true experts. The beauty of this game though is that it has an almost endless replayability. The game gets better and better the more you play it, as of course do you.

In addition to the skill levels, there are various other options which can be toggled to affect the difficulty and level of realism of the game, with damage being the most obvious one. Switch this on and your car is no longer a dodgem, but a fragile piece of machinery which must be handled carefully or else you'll suffer the consequences. Crashing into other objects, cars and walls, as well as straying off ▶



Check out the lighting effects as the cars enter this tunnel



Schumacher struggles for an overtaking opportunity



Frentzen allows the relentless Shumacher to overtake him



F1 World Grand Prix



Challenge Mode



One of F1 WGP's best features is its challenge mode. Similar to the scenario mode in ISS, the game puts you in a real life situation from the 1997 season and requires you to take up the challenge (see screenshots below). Challenges are divided into three categories: offence, defence and trouble, with typical tasks including one in which your brakes are failing and you need to still place a respectable finish. For each challenge successfully completed you are awarded a points score dependant on how well you did and this score is saved as a percentage which goes toward your overall skill level







One of the trickiest bends in Monaco is this one just ahead



In this two player head to head Player one is in big trouble

the race track will all have adverse affects on your car's damage level. Warning lights in your cockpit will warn you of these vital damage areas and if and when you'll need to pit in to rectify them. Once features such as damage and weather are turned on (and especially on the longer races), pit stops become a major feature of the game, along with all the tactical decisions they involve such as which tyres to put on, how much fuel to take onboard etc.

Forecast: heavy downforce

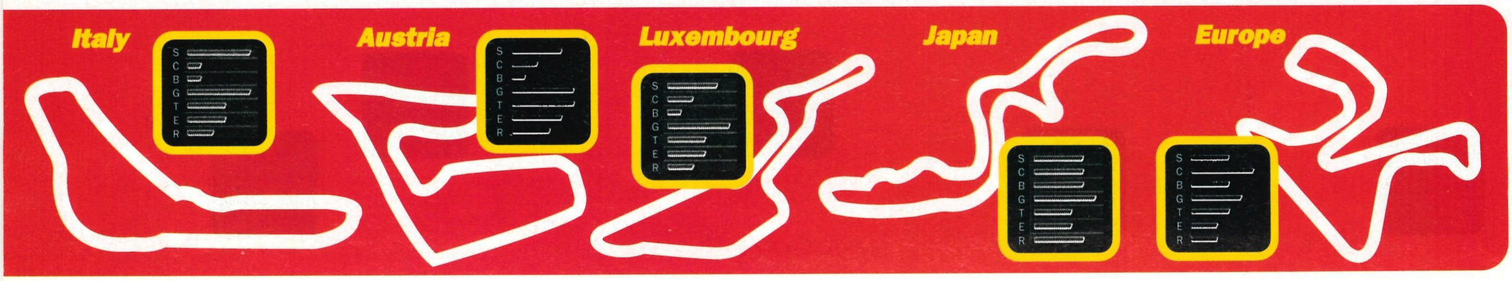
Before you begin each race you are shown the track layout and told the weather conditions and have the option to alter your car's set-up according to them and of course the number of laps over which you intend to race. Beginners will usually dispense with these and simply dive straight in, but it soon becomes clear that there are advantages to getting your set-up just right for the particular track and conditions (e.g. on the Monaco track with all its twists and bends you'll do well to increase the downforce on the front of your car thus enabling tighter turns). Through trial and error (usually very costly errors) you'll eventually start to learn which car set-ups work best on which tracks and in which weather conditions.

Yet another of F1 WGP's brilliant features is it's 97 events option. How many F1 fans wouldn't jump at the chance of taking part in a recreation of an actual GP from the 97 season? Well now you can. Toggle '97 Events' to ON and it means that all the races you take part in will be historically accurate and in keeping with the events at the time. This includes both the weather and any specific events including when drivers dropped out of the race.

So if, for example, Schumacher spun out (while in the wet) on the 10th lap of the Australian Grand Prix in 1997, he'll do so again. This is an extremely clever feature and one which F1 fans are bound to go nuts over. And like all the best ideas, it's so simple you wonder why nobody thought of doing it before. One thing's certain, it's a feature that loads of people are bound to copy from here on in.

Racing a la mode

While we're on the subject of excellent features (since F1 WGP has literally tons of them), the game boasts a two player 'one-on-one' split-screen mode (split either vertically or horizontally) which despite lacking a full grid, is actually extremely entertaining. One-on-one races are competitive and tactical





"Wheely Great!"

I've already mentioned that the in car view is extremely realistic. You really get the feeling that you are driving the car. And for that totally immersive driving experience, try playing with a steering wheel. It's truly awesome.



affairs, particularly if you play with damage over eight laps or more and so necessitate the use of tactical pit stops to repair and refuel your car.

I could go on and on, but this is only a mere six page review and I've run out of both time and space and I'm in serious danger of running off on the final bend if I don't slow down as I near the finishing straight. So I'll say it very slowly. YOU... MUST... OWN... THIS... GAME!

Buy F1 WGP if you have any interest in driving games and simply enjoy exciting, hugely challenging, and amazingly realistic handling race games, because that's what this is. You MUST buy it if you're an F1 nut who's after THE definitive F1 racing sim, because again, that's what this is. But most of all buy it just to prove to all those Pl**Station owners just who really does have the best console on the planet. Pl**Station. Pah!



A Tribute to Ayrton Senna (1960-94)



"To survive in grand prix racing, you need to be afraid. Fear is an important feeling. It helps you to race longer and live longer"

"The cars are very fast and difficult to drive. It's going to be a season with lots of accidents and I'll risk saying we'll be lucky if something really serious doesn't happen"

Ayrton Senna, three times World Champion and motor racing legend

N64 Score

STAMP OF APPROVAL

REALISM is a word bandied about all too often in video games. But for once, such claims are perfectly valid. The cars all look and handle realistically, even the computer AI of the other cars is (by and large) spot on. The way you gradually improve your times on each course, pushing your car further and further to its limits, learning exactly when, where and by how much to apply the brakes, feels just how you'd expect it to and is enormously satisfying. As is the very real feeling that your car is a fragile piece of equipment that will break if you don't drive carefully. Loads of graphical touches help to add realism and as for the in-car view, that's got to be as realistic as it gets without actually sitting on Damon Hill's lap during a Grand Prix. Get yourself a wheel, and rumble pak, and never mind sitting on his lap, you are Damon Hill. *NOELY*

- ***ALEX*** **Can't fault it. It looks as though my pleas for it to get 100% have fallen on deaf ears though. Must have been the hair getting in the way. Still, six percent short of perfection isn't bad from such a stingy rotter as Noely**
- ***STEVE*** **Think Noely's getting a bit carried with all this realism talk. After all, if F1 World GP was truly realistic it'd be about as exciting as a party at Mark's house. And it's not. It's top speed, top class racing action all the way!**
- ***MARK*** **Thanks Steve! Anyway, this is as good an F1 Racing game as you'll ever see. The graphics are awesome and the handling's better than any other N64 racer so far. If you're into F1 then you should definitely get this game**
- ***READER REVIEW*** **Much better than F1 97 in my opinion, although Pl**Station owners will still blindly insist that it isn't. Brilliantly playable and endlessly replayable. Buy it! *Andrew Heather, Darlington***

GRAPHICS	GAMEPLAY
4/5	5/5
SOUND	**LASTABILITY**
4/5	5/5

SOFTWARE HOUSE LEAGUE 3 pts

94%

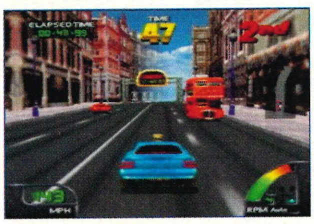
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Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** noely@idg.co.uk

● **PUBLISHER** GT Interactive ● **CONTACT** 0171 565 7300 ● **GENRE** Racing ● **RELEASE DATE** US Out Now

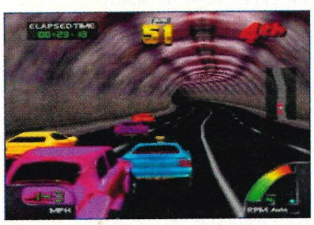
Cruis'n World

Oh No! Not another Cruis'n Game!

Testimony to Nintendo's faith in this racer or just a plain bad idea? Cruis'n USA earns a sequel



Driving through London and trying not to hit the buses



There's a traffic jam in the tunnel as I try to get the lead



The Sardine Extreme takes first as it tears down the track



Cruis'n World has many problems, but by far the biggest is that this is the sequel to one of the most loathed N64 games ever. Cruis'n USA was the original paceless racer, consisting of little more than a five minute leisurely drive across the good ol' US of A with the biggest danger being falling asleep behind your control pad.

For those lucky few that escaped the original, I'll fill you in on the details. Cruis'n World is a road racing game that bears a striking similarity to the old Sega classic Out Run. You choose a car from a selection of speedsters and race along roads with other traffic. So there's a good chance that you'll meet an oncoming car head on and the crashes come fast and frequently. Good idea, but the original was such a badly designed game that every good element was lost within a sea of murky horribleness.

It's still a beast

Fortunately, Cruis'n World is a marked improvement on its predecessor. The big question is how much better does this game have to



become before it stops smelling like a rancid festering beast? Quite a way it would seem!

So what's different then? Well for starters the graphics have been improved. In fact, this is quite a good-looking little game. The tracks are highly detailed and everything moves with a silky smoothness. Steve took one look at it and said (in his best Manc accent) "there's a lot of undulation, init." After sneaking a look at the well-thumbed office dictionary, I worked out what he meant. The tracks have a lot of movement to them. Rather than the flat straights of a game like GT 64, these tracks have little kinks and hollows as you head up and down hills, around bends and through tunnels.

Bimbo racing

Cruis'n World may not be realistic, but at least the controls work this time around. There's also new bonus moves such as flipping your car onto two wheels to get round those tight bends and narrow gaps; powersliding around corners and a turbo wheelie that lets you jump over other cars. You can even pull stunts by turbo jumping ramps, which gives you bonus time that become vital to shave seconds off your lap times.

Unfortunately, Cruis'n World still has enough of the old Cruis'n USA in it to stop the game from actually being good. The graphics may be okay, but there still isn't any impression of speed and instead of being a mad racer, this game's just a bore. It may not be over in five minutes, but the time still drags every second you play it.

Another problem is that the races are still completely random. You can tear away in first place, hit an oncoming car on the last bend and

Drivers! Start your engines....



The ATV is big and packs a machine gun



The Banzai GTV is fast, but lacks turning power



The Serpent is a good all rounder with top steering



The Hind 4x4 is good for the off-road courses



The Kamikaze 4WD has excellent control



The Orca is the fastest car. It's also my choice



The Road King is good for trashing your opponents

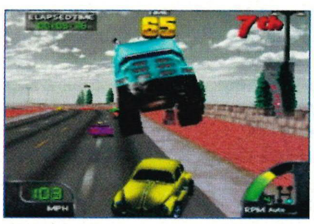


Stop Laughing! This is one of the best cars



lose. Then you replay the race, crash all the way through and end up in first place. You never feel like your getting better, you just play the game in the hope that the odds will eventually fall your way.

And it still has a lot of the terrible, cheesy graphics from the original. The heavy metal rocker and badly drawn girls are still hanging around the finish line where you immediately freeze instead of being able to run them over. Which brings me to the most damming criticism about Cruis'n World. The original game was mildly popular in the arcades for one reason only, you could run things over whilst tearing happily along. In the arcade version of Cruis'n USA, cows on the road got a thick ear, and by rights Cruis'n World should have a wide variety of protected species denting the front of your car.



The Road King takes to the air after hitting the curved beetle

Roadkill is fun

No, I'm not sick! I just recognise that a lot of the enjoyment people got from the arcade game was a result of cartoon cows getting dismembered on screen. But the bumper fodder is surprisingly absent from both the N64 versions of Cruis'n USA and Cruis'n World, and as a result the game just isn't any fun. Nintendo didn't want to put a warning on the box and as a consequence I have to warn you not buy this game.

If you enjoyed Cruis'n USA (and a lot of people bought it), then you'll be happy with this (and may God have mercy upon your soul). It's certainly a lot better than Off-Road Challenge, but personally I'll be steering well clear of Cruis'n World ●



The Scarab is a VW Beetle and pretty average



The Stallion P6 is a good basic car. No bad points



The Wraith has very fast acceleration



The Zombie is fast, but lacks decent steering

N64 Score:

WHILST NOT QUITE the product of Satan that the original was, this is still far from being good. The graphics are one area in which this has seen a major improvement and most of the problems from Cruis'n USA have been ironed out. However, this gloss only serves to highlight the fact that the original game wasn't just bad because of its sloppy design, it was just plain dull. This cruise is so boring that you feel your lifeforce being sapped out of you whilst you plod along. You stare at the clock and wonder how much time you've wasted meandering through the different courses. The gameplay is totally random, sometimes you win, sometimes you lose and I didn't really care either way. Go for San Francisco Rush if you're after a fun racer or F1 World Gran Prix if you're after a more serious affair, just be sure to avoid this. *MARK*

● ***ALEX*** **Not as bad as Off-Road Challenge, but then that's not saying much is it? All three Cruis'n games have been dump in my opinion and it's time to stop making them. Three strikes and Cruis'n USA should be out for good**

● ***STEVE*** **I seemed to like this more than the rest of the team. Although it's not brilliant, it is a bit of fun and the graphics are quite good. If you have fond memories of Out Run you should take a look at this**

● ***NOELY*** **Mark certainly seems to draw the short straw when it comes to reviews. While I've been enjoying the joys of F1 WGP, poor Mark has been left to toil over this dross. While this isn't as bad as Off Road, it's still dull and boring**

● ***READER REVIEW*** **I liked this more than the rest of the team. The graphics are quite good and I enjoyed driving through the different countries. It's better than you'd think! *David Goodwin, London***

GRAPHICS ●●●○○

GAMEPLAY ●●○○○

SOUND ●●○○○

LASTABILITY ●●○○○

SOFTWARE HOUSE LEAGUE **-2 pts**

54%

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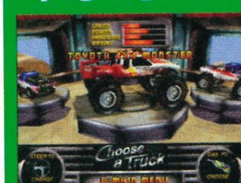
● **PUBLISHER** GT Interactive ● **CONTACT** Madeira Games ● **GENRE** Racing ● **RELEASE DATE** UK Sep 11th

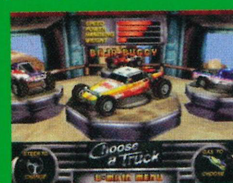
Off-Road Challe

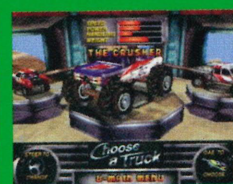
Cruis'n USA gets bigger wheels. But is it any better?

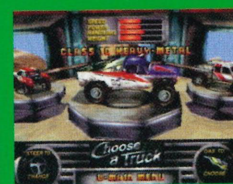
Off-road? The fact that you're still racing on roads isn't the only thing that's wrong with this game

Trying to get first place is...

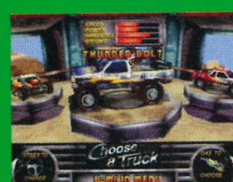

The Toyota 4x4 Monster truck

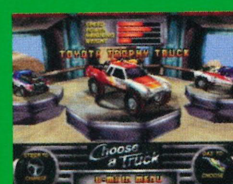

The Baja Buggy. The best car by far

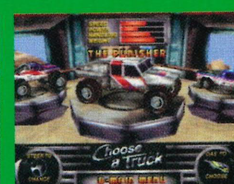

The Crusher. Good for getting over opponents


The Class 10 Heavy Metal truck


The Class 8 Mini Metal pickup truck

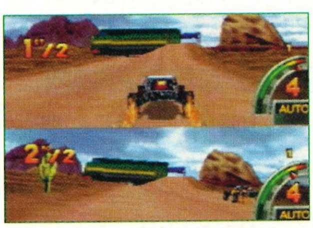

The Thunderbolt is a good all rounder


The Toyota Trophy Truck is fast


The Punisher is a hard truck to beat


On the starting grid and waiting for it to jerk into action


Trust me! These screenshots make it look better than it is


A two player and someone is going to hit that train


I'm skidding around on the dirt track and trying to gain control

Let's face it, we didn't expect this to be much cop and so the end result isn't a surprise. After making one of the worst driving games ever (Cruis'n USA), Midway have done themselves proud by making a sequel that's even worse. Well done, lads!

But before I start hammering nails into this games coffin, I'll tell you a bit about it. You pick one of eight off-road vehicles ranging from a dune buggy up to massive monster trucks. You can then either do a straight race or pick the challenge mode and race the courses in order. You get money for winning races and can spend it upgrading your car. So the better you do in the races the better your car becomes.

Racing nightmare

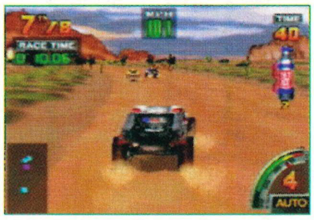
There's only one positive thing about this game and that's the amount of movement going on in the backgrounds. As you poodle along in your truck you smash through billboards, jump over trains and watch jets shoot down flying saucers. And it's all interactive. I took one jump too high and hit a bi-plane passing overhead, which promptly blew up scattering pieces all over the road causing other trucks to hurtle around and crash into each other. If only these little tricks were in a better game I'd be more than happy.

But these tricks are in a lousy version of a game that a year ago got a panning for being utter rubbish. So from this point on my review's going to turn nasty as I reach for my hammer and nails in




The car doesn't have much traction on this sand road

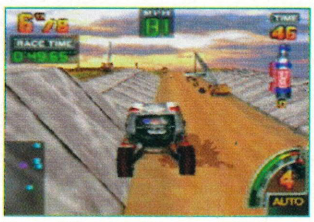
nge



I'll have to speed up if I want to overtake those two cars

the hope that I can seal this game in its casket and chuck it down a deep, deep hole (where it'll hopefully never see the light of day again.)

When it comes to bad graphics this game has a full house and is screaming bingo at the top of its voice. Witness the badly drawn sprites, gaze when they fall over and observe how everything is completely flat like a set of cheap stage props, marvel at the sheer ugliness caused by the blurry dithering and gasp at the incredible amount of pop-up that causes mountains to miraculously appear right in front of your eyes. Above all, try to make sure that somebody else owns the cart that you're looking at.



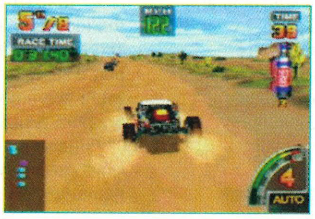
Even big aerial jumps fail to make this game exciting

Jerking me around

And if the graphics aren't bad enough for you then try the frame rate. It's so jerky that it gives you a migraine. Imagine playing a game in a darkened room with a strobe light flashing in your face, and that's just the one player. Take a look at the two player to give yourself a fit.

If you try to steer off-road then you're immediately bounced back on course. So it's not even an off road game, more a twitchy version of Cruis'n USA with badly drawn trucks instead of cars driving along dirt tracks instead of roads.

Then there's the small matter of gameplay, or rather, the complete and utter lack of it. You bounce along the tracks holding down the joypad trying to steer whilst endlessly smashing through everything in sight. Mindless mayhem sounds okay in theory, but you soon find that this game is just a bit too mindless and the novelty wears painfully thin. Trust me, you'll get sick of playing this Off Road Challenge sooner rather than later.



The Baja Buggy is great for catching up on cars

Please! Take it away

I couldn't help but feeling I wasn't playing a game, instead I was taking part in an endurance test to see how long it would be before I pulled the cart out of the N64 and stamped up and down on it. All in all, this is one of the most terrible games I've ever seen in my life.

It's been almost a year since the appaling Cruis'n USA and yet Off-Road Challenge still manages to come in last in the poor driving games award, which is no small feat. For everybody's sake, please don't buy this game and hopefully Nintendo won't allow another one to be made. I don't relish the thought of ever having to review a Cruis'n-style game ever again ●



The red fire coming from my wheels is the turbo boost

N64 Score:

OFF-ROAD CHALLENGE manages the impossible, it takes the ingredients from the least impressive racing game on the N64 (Cruis'n USA) removes anything remotely positive about it (and that wasn't much) and spits out a game so foul it deserves to be flushed straight down the toilet. I can't believe Nintendo ever allowed a game this poor to be released. The graphics are truly appaling and would look shameful on a Pl Station let alone the N64. It's so jerky that you start to think there's a problem with your machine, except the only problem here is the sloppy programming and bad game design. Be very grateful you've read this review before buying this game. Just make sure you don't end up owning a copy of Off-Road Challenge, as you'll regret ever putting the cart in your beloved N64. This doesn't deserve to sell a single copy. *MARK***

● ***ALEX*** Let's face it you'd have to be pretty foolish to choose this over something like F1 World Grand Prix. The aforementioned is mint whereas this is rubbish. Go for any other N64 racing game and you'll still end up better off

● ***STEVE*** This is filth from start to finish. Not that I've seen the actual finish – I'm not stupid enough to play it anywhere for anywhere near that long. It's worse than Cruis'n USA, and I didn't think that was even possible

● ***NOELY*** I can't think of a single reason why anyone would want to play this game. If I had rented it I'd feel ripped off, if I had bought it then suicide would begin to look like a very real option. Another -2 league points for GT methinks

● ***READER REVIEW*** I enjoyed playing this for about 15 minutes, but then I realised how bad it was. I'm really glad I haven't forked out 50 quid to buy it
John Cooper, Manchester

GRAPHICS ●

GAMEPLAY ●

SOUND ●

LASTABILITY ●

SOFTWARE HOUSE LEAGUE -2 pts

23%

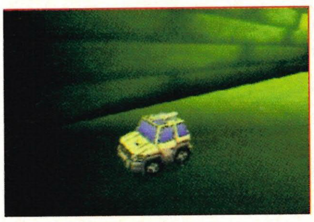
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● **PUBLISHER** Takara ● **CONTACT** Madeira Games ● **GENRE** Racing ● **RELEASE DATE** Out Now

ChoroQ 64

This job can be quite depressing at times you know...

Micro Machines meets Mario Kart in Takara's debut N64 release, but unfortunately the offspring is a little on the funny looking side, with the kind of face only a mother could love



It doesn't look all that much, and to be honest, it isn't



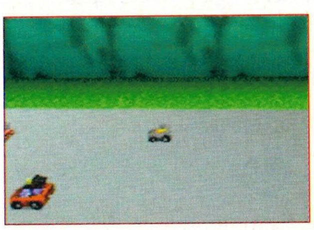
The snowy settings make the cars even harder to drive



You can upgrade your vehicle in the shop between races, but the language barrier makes it a bewildering task



If charging around in a milk float's your thing, you'll love it



This should never see the light of day outside Japan. I'll tell you that for nothing (well, £2.95 unless you're reading this in the shop, in which case I'll tell you to get your hand in your pocket and buy N64 Pro, this isn't a library book). But unfortunately THQ have taken it on and will release it in the UK as Penny Racers.

It's not that it's all that bad – as obscure Jap games go this is probably towards the top end of the scale – but have you ever heard of ChoroQ? No, neither had I, but apparently it's a long running craze over there of the kind that our Eastern friends seem a little too susceptible to. They're mini toy cars (like Micro Machines, but not quite so micro) and the Japs just can't get enough of them (see Mini Mania for a closer look).

Stunted-car racers

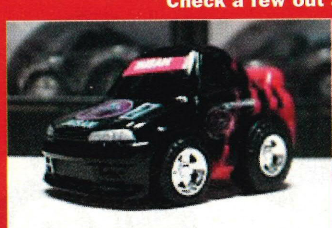
I imagine that any sales ChoroQ manages to pick up will be largely influenced by such a popular license. So the burden of no brand awareness outside of Japan could prove too great for it to bear on its ever so weak shoulders.

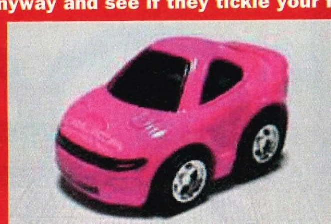
I'd like to say that's a shame, but I can't because I couldn't recommend this to anyone not already obsessed with ChoroQ. It has to be said that large amounts of Japanese text make this quite unplayable to my linguistically uneducated mind, so I may be missing out on numerous gameplay revelations, but I doubt it.

ChoroQ 64 is a fast, clean looking car-based racer that seems to have successfully combined the look of Mario Kart with that of Motortoon GP. The result is a colourful game with very little fog and a fairly distant horizon. As you would expect, there are a number of courses and multi player support via split-screen.

Apparently, there's been a PlayStation version which is pretty much identical in looks and gameplay, although there have been a few new

Micro Mania **ChoroQ's not just some imaginary name like F-Zero, the game is actually licensed from a hugely popular range of toy cars only the obsessive Japanese nature has made them unbelievably collectable, with people paying ludicrous sums for that Check a few out anyway and see if they tickle your fancy...**









camera angles chucked into the Nintendo 64 version to make it a bit different. They've also included a course editor which you've got absolutely no chance of figuring out, unless you're Japanese.

Matchbox Mario

It not only looks like Mario Kart, it plays a lot like it too, with the classic SNES game obviously being a major influence on the game's development. The power slide has been replaced by a ridiculous roll that's activated either by pressing the shoulder or simply trying to corner too fast. Don't be mislead though, ChoroQ 64 doesn't really deserve to even be mentioned in the same sentence as Mario Kart, I'm just using it to illustrate a point.

What you have here is a nice-ish looking race game (it's bright and colourful, actually looks better than F-Zero X in my opinion – although that's not too difficult – but certainly not up to N64 standards) that plays alright in a sort of so-soish kind of a way. In fact, everything about it is a bit 'ish' to be honest. Nothing stands out from the crowd, and considering that the sheer number of average N64 racers, it's a crowd that it's all too easy to get lost in.

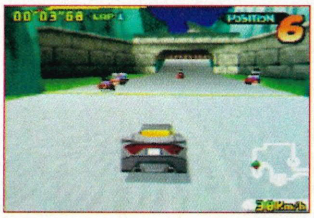
Too little, too late

I'm sure that were I Japanese this would be scoring somewhere in the low seventies. However, I have to assume that, like me, the majority of our readers will struggle to get a great deal of enjoyment thanks to ChoroQ's bewildering 'foreignyness,' and therefore I have to settle on a much lower score.

Although this is an admirable first effort from Takara, it really shouldn't be bought by anyone outside of Japan, and any import shop foolish enough to import it in large quantities will no doubt make an unhealthy loss on this title. There's probably a good little game in there struggling against overwhelming odds to get out, unfortunately, the little that we can get to see of it is nowhere near enough ●



Power-ups will play a large part in your success



There are a large number of ChoroQ's to choose from



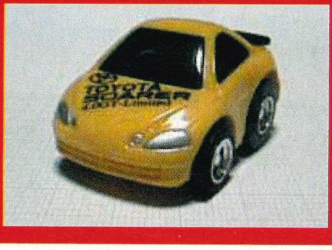
Stay on the road if you can. Water slows you down

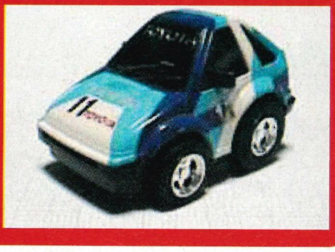


You can roll your car at will to help you get round corners



from Japan. A lot like Penny Racers or Micro Machines in many ways, elusive rare edition. Can't see what all the fuss is about myself.





N64 Score:

THIS IS ANOTHER case of wait and see. ChoroQ might turn out alright when released in an English format, but even then I can't see it hauling itself above the ranks of distinctly average. When the competition includes the likes of Diddy Kong Racing, F-Zero X and the new N64 Pro office favourite, F1 World Grand Prix, it's doubtful that there's any room for an obscure Japanese licensed racer in the lives of all but the most avid (and in this case, sad) gamers. I'm not having a dig at Takara because I'm sure that Japanese fans of real ChoroQ will get into it, and they're obviously the audience the game is aimed at. All I'm saying is that should you wander into your local games importer, pick this off the shelf and think, 'that looks nice,' then you should think again, because if you don't resist the temptation, you will regret it. Guaranteed. *STEVE*

● ***ALEX*** **This reminds me of Penny Racers on the Pl**Station, which isn't a surprise as I've just seen THQ's N64 incarnation and apart from the PAL version having English text, it's exactly the same as ChoroQ! Oh dear...**

● ***MARK*** **This might be okay (but not good) once an English text version appears. But even then this won't be as much fun as Diddy Kong Racing or Mario Kart 64. I'll be steering well clear of ChoroQ and I suggest you do the same**

● ***NOELY*** **The name sounds like some bland art package or business program. And to be honest, you'd probably have more fun getting your mates round to sit round and sort out your accounts than play this garish Mario Kart rip-off**

● ***READER REVIEW*** **This is quite good fun for a while. I'm glad they are doing a conversion though because it's too hard to follow what's going on at the moment**
Scott Owen, Atherton

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

48%

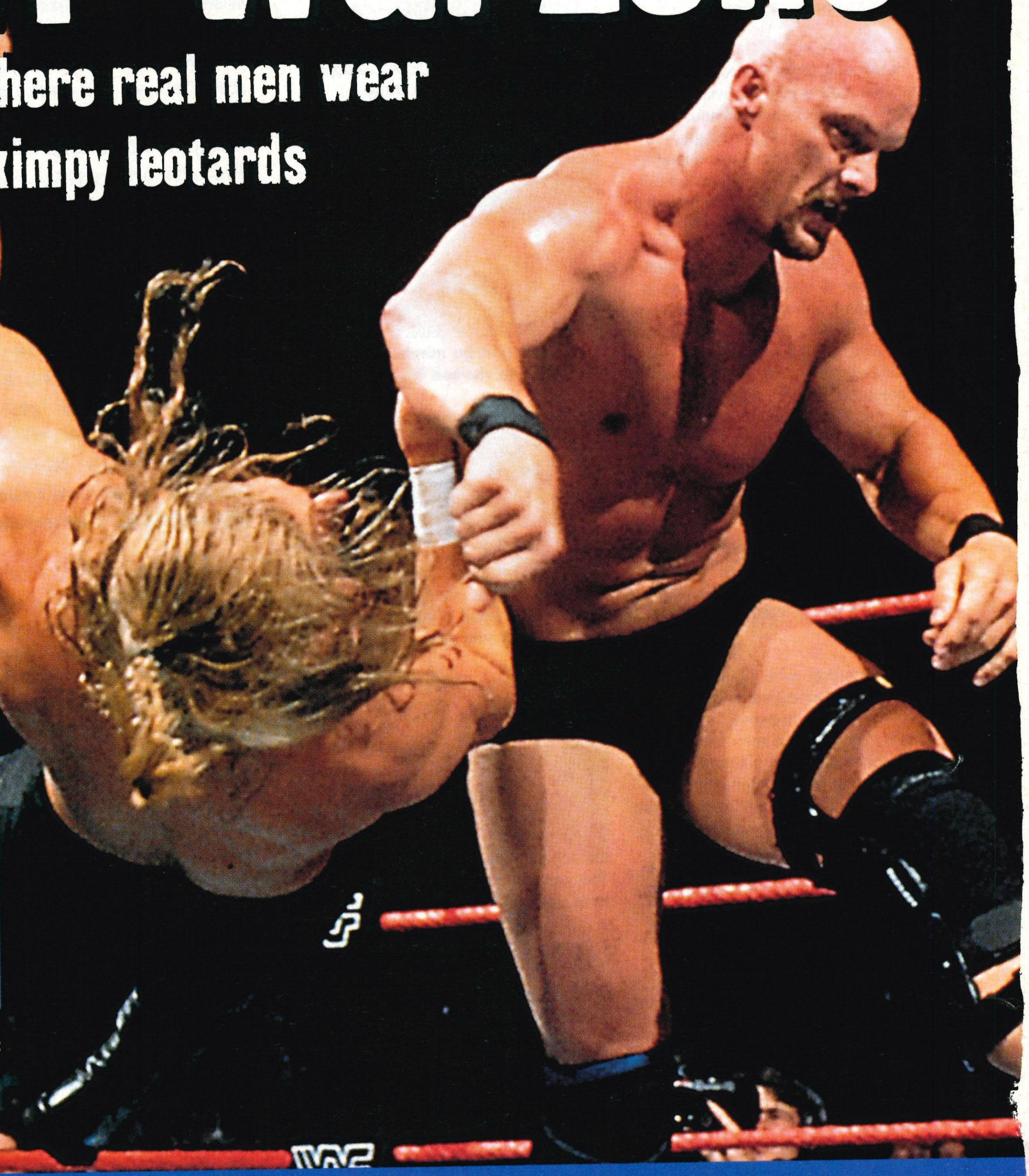
SOFTWARE HOUSE LEAGUE -2 pts SOFTWARE HOUSE LEAGUE

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Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** stevemc@idg.co.uk

● **PUBLISHER** Acclaim ● **CONTACT** 0171 344 5000 ● **GENRE** Wrestling

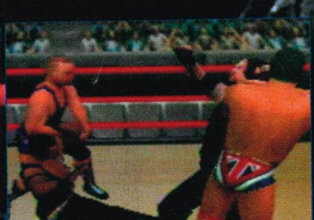
WWF Warzone

Warzone... where real men wear skirts and skimpy leotards





Faarooq attempts to help The Undertaker clear his throat



Faarooq looks in pain while his teammate Bulldog dishes it out

Create your own Wrestler/Freak

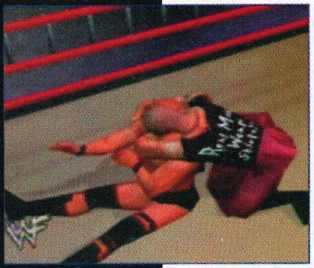
WWF Warzone's Create a Wrestler option is an excellent feature that allows you to design your own wrestler and save him to memory. Everything from name, gender, attributes, personality, theme music, skin colour and type, body parts, and costumes can all be altered. And with literally tons of choices within each category, it's possible to make a wrestler who looks just as mean or as camp as you want them to.



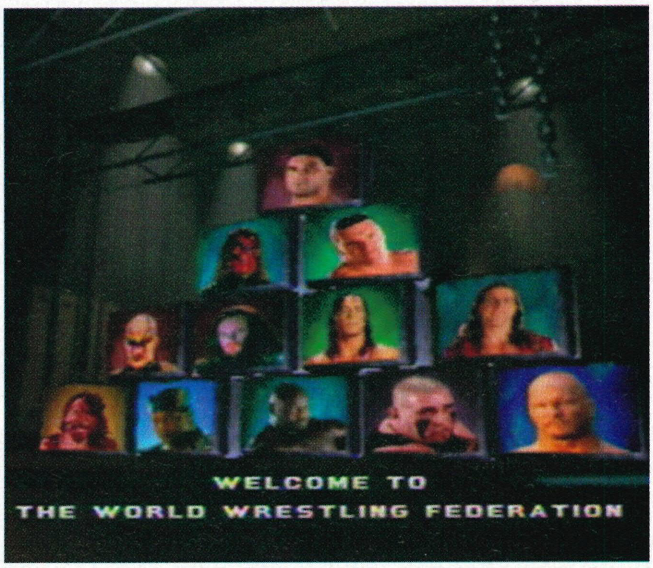




Let's face it, there's more chance of Julian Clary and Dale Winton injuring each other in a catfight than the wrestlers in these so called WWF fights coming to any harm







Nevertheless, despite this obvious fact, wrestling is big, big business both on TV and in computer games. There's no shortage of people willing to watch hours of farcical bouts between a bunch of muscle-bound gorillas all prancing about like fairies in a ring.

The problem I have with wrestling games is that like the actual TV shows they mimic, they're pseudo-fun for a while. However, the gameplay tends to be fairly simple and repetitive and of the kind that you'll quickly tire of as bouts degenerate into frantic button pushing episodes. While such games are fun and fairly entertaining in the short-term, those looking for a little more depth, subtlety and skill should look elsewhere.

So what's so different about WWF Warzone then? Well, firstly it looks so much better than any other wrestling game there's ever been. I went back and had a quick look at WCW vs NOW, a game that received a reasonable (80ish) score in our very own mag. Although it received a perfectly adequate mark of FOOUURRRish for the graphics, that game's blocky polygonal graphics look positively primitive compared with the silky visuals in WWF Warzone.

Assault and flattery

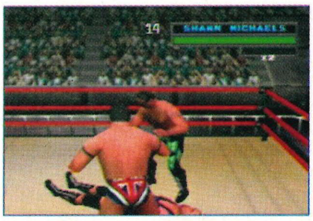
What with NFL QB Club, NHL Breakaway, and All Star Baseball, Acclaim's Sports games are increasingly leading the way when it comes to realistic looks. Well the graphics here are every bit as realistic (if not more so). Ignore the fact that the game doesn't have the flashy FMV opening that you'd get on a Pl**Station game. Ironically, each wrestler's introduction into the ring, from behind a row of fireworks (and projected on a large TV wall) is crudely done and is probably the least impressive part of the entire game. That aside, WWF Warzone's visuals cannot be faulted.

The game features 18 (inc two hidden) of the WWF's most noteworthy wrestlers, all of which are large, extremely detailed and instantly recognisable from their real-life counterparts. From 'Stone Cold' Steve Austin and Shawn Michaels, through to The Undertaker and Goldust, all your favourites are here. In fact the N64 version boasts an extra wrestler, Shamrock, not found in the Pl**Station version. Ooh! won't that just 'piss them off' no end. Heh, heh!

The game boasts realistic motion-captured routines taken from over 300 actual wrestling moves and holds. Although each of the characters is made of polygons, Acclaim have employed a rather clever 'skin' technique to hide them. The skin wraps around the polygonal frame of each wrestler, ensuring that the wrestler's have 'baby bum' smooth skins. But this is not merely a cosmetic improvement. The effect of this skin routine is to make each of the wrestlers appear more solid, realistic and altogether believable than the glitchy characters normally found in games of this type.

Suck it and see

In addition to the impressive visuals, the sounds in Warzone easily surpass anything that's gone before. There's some very realistic, if a little repetitive, commentary from Jim Ross and Vince McMahon. If ▶



British Bulldog and Shawn Michaels get nasty together



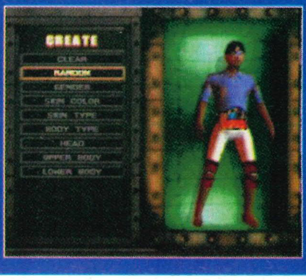
The Rock takes to the turnbuckle for a flying leap







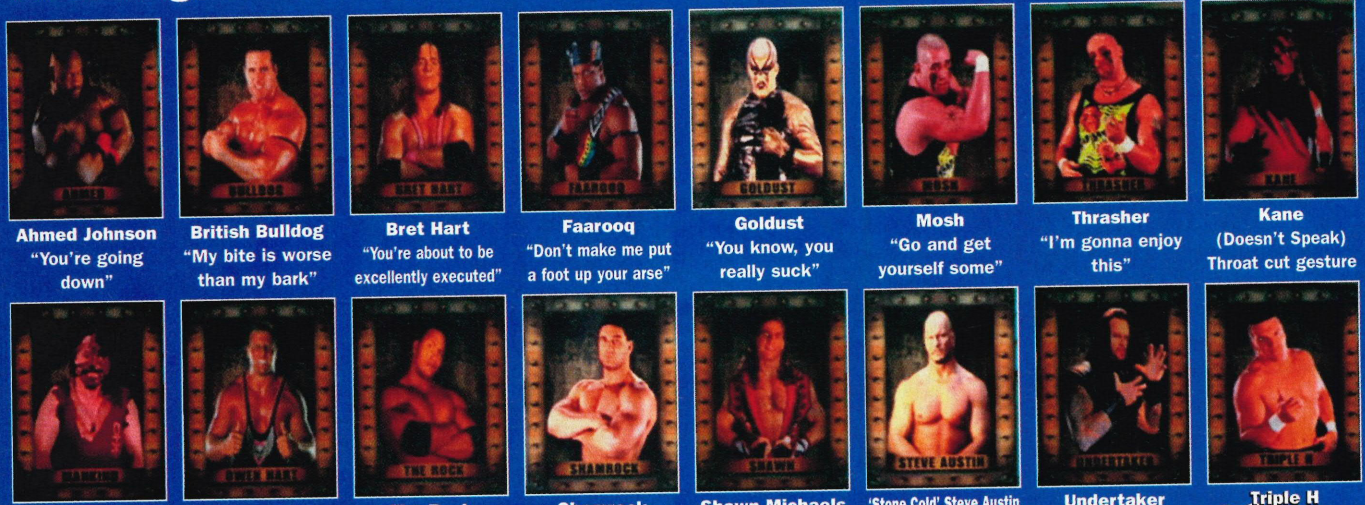




Review

WWF Warzone

Those Kings Of The Ring



Ahmed Johnson "You're going down"

British Bulldog "My bite is worse than my bark"

Bret Hart "You're about to be excellently executed"

Faarooq "Don't make me put a foot up your arse"

Goldust "You know, you really suck"

Mosh "Go and get yourself some"

Thrasher "I'm gonna enjoy this"

Kane (Doesn't Speak) Throat cut gesture

Mankind "Get my fingers out of your mouth"

Owen Hart "Here's the power, I hit my move"

The Rock "Smell what The Rock is cooking?"

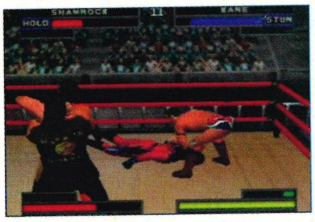
Shamrock "Get out of my way"

Shawn Michaels "I'm gonna dance all over your face"

'Stone Cold' Steve Austin "Someone is gonna get their arse whipped"

Undertaker "The end is near"

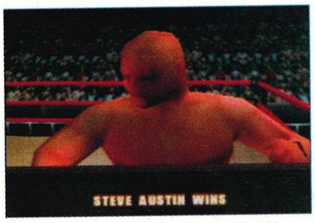
Triple H "Two Words - Suck it!"



Mankind's shirt says Have a Nice Day. What a pleasent chap



Real Men Wear Skirts apparently, just ask a Scotsman



No not the Bionic Man, that's 'Stone Cold' Steve Austin



As these two grapple Faarooq heads for the turnbuckle

▶ you're a wrestling fan, those names will mean something to you and so you'll know what to expect from them. If, however, like me you'd never heard of them before, then let me tell you that you can expect some excellent overly dramatic comments such as "The Undertaker can't shake the cobwebs off" or the classic "He's in dreamland" when your player has been stunned.

When the wrestlers are punched, thrown and kicked about the ring, all the action is accompanied by some realistic grunts, groans, crashes and moans and throughout the fights the crowd make their allegiances known. They'll yell and scream for whoever they want to win and will boo to show their dissatisfaction at anyone who resorts to the one bland move (ie continually punching etc.) in an attempt to win the match by default. I believe the correct technical name for this is 'doing a Stench.'

Soundwise, Warzone's crowning glory has to be the way each of the wrestlers can goad their opponent with their own unique taunt. These are usually quite comical with some of my favourites being Faarooq's "Don't make me put my foot up your arse," Shawn Michaels' subtle "I'm gonna dance all over your face" to Triple H's questionable "Two Words – Suck It!"

Grievous Bodily Ham

There's nothing better than beating the shite out of an opponent before backing off and hurling a torrent of abuse. You can watch with glee as their temper rises and they charge blindly back into the fray, only for you to repeat the thrashing.

With fewer than 20 wrestlers, WWF Warzone could be accused of being a bit of a lightweight, especially when compared with WCW vs NWO's 45. However, I've not even mentioned the game's Create a Wrestler feature yet, which allows you to create your very own mauler. This is a superb feature that's bound to appeal to wrestling nuts. Also, since up to 30 of your players can be saved to your memory pak and added to your league, it's a feature that adds considerably not only to the novely value, but also to the longevity and replayability of the game.

Once you've chosen your wrestler (whether custom or realistic) it's time to get on in the ring and fight. The game features loads of game modes. The challenge is the main one player game. Here you get to pick a fighter with whom you take on (and hopefully beat) all comers in a championship type mode.

Interspersed within this action you'll be challenged to fight in various grudge matches. These feuds or 'gimmick' matches are just as hammy and overly dramatic as they are when seen on TV, but at least they are in keeping with the general over-the-top absurdity of the sport.

There's a versus mode, where 1-4 players can take each other on in an every-man-for-themselves contest. A tag team mode, which is self explanatory. And wrestling nuts will be pleased to hear that there's also a cage mode, weapons mode, Royal Rumble, Gauntlet (which is exclusive to N64 owners) and last, but not least, there's even a rather nifty training mode.

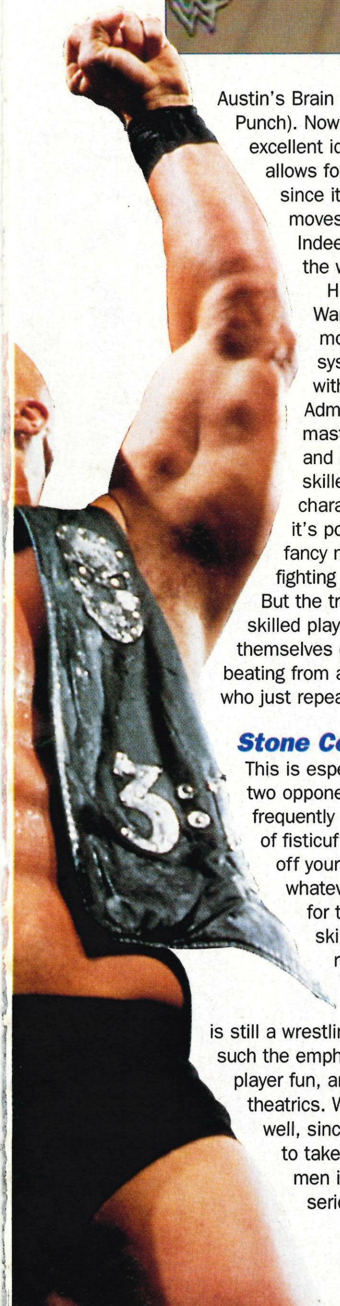
But surely there's no need for a training mode in a wrestling game is there? Aren't they just a question of repeatedly bashing buttons until someone's declared the winner? Well, while cynics might argue that that has been true until now. That's certainly not the case with WWF Warzone, or at least it's not the full story.

Basically, Warzone's combat system is based on a Streetfighter-esque sequence of button presses. So, for example, to perform Steve



Stone Cold was jubilant when his mum managed to find his favourite black undies





Austin's Brain Buster (press Right, Right, Punch). Now to a certain extent this is an excellent idea. Once mastered the system allows for a much greater level of skill since it requires you to learn particular moves and the timing to pull them off. Indeed, this is a brilliant way to learn the wrestlers' moves.

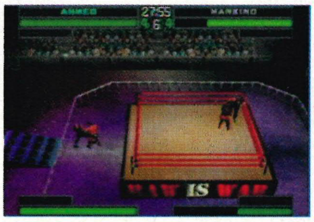
However, while I preferred Warzone's attempt to shift to a more skilled and tactical combat system, it's not without its flaws. Admittedly, once you master the controls and become more skilled at a character's moves, it's possible to pull off fancy manoeuvres when fighting against the CPU. But the trouble is that the skilled player can still find themselves on the end of a beating from a novice player who just repeatedly bashes the buttons.



Goldust takes out this girly skirt wearing bird err bloke

Stone Cold Stunner

This is especially the case with more than two opponents in the ring when fights frequently degenerate into chaotic melees of fisticuffs and there's no room to pull off your DDT's, or Back Breaker's or whatever. While this can be frustrating for those who are used to more skilled fighting games, it's worth remembering that at the end of the day this is still a wrestling game and as such the emphasis is on multi player fun, and over-the-top theatrics. Which is just as well, since it's very hard to take muscle-bound men in leotards very seriously ●



As in real life, bouts often take place outside the ring

N64 Score

NOT ONLY IS WWF Warzone the best looking and sounding wrestling game on the N64, it also plays the best. The control system is a definite step in the right direction as far as I'm concerned, and if built upon this is the kind of thing that will win over non-wrestling fans. There're enough fun game modes, such as the Royal Rumble and Cage mode, to satisfy the most ardent grapple nuts and multi player free-for-alls are a good laugh (if a tad over chaotic). The custom wrestler is a brilliant addition that's bound to be copied. All in all, if there was a fight between WWF Warzone and WCW vs NWO, after much posturing and yelled threats, the outcome would ultimately be a clear victory for the Acclaim title. Expect THQ to return for a grudge match with the sequel to WCW, but for now Warzone is easily the best wrestling game on the N64. ***NOELY***

● ***ALEX*** **Unbelievably I quite enjoyed this as I'm no great fan of wrestling. The kit editor is particularly hilarious as are some of the bone-crunching special moves. Not a mindless tap tap press-fest, either, which is a change**

● ***STEVE*** **I got more enjoyment out of the creation bit than I did from the actual wrestling, but then beat'em-ups have never really been my thing. This is nice enough though, and just about better than THQ's previous effort**

● ***MARK*** **Better than the WCW vs. NWO, but still not perfect. This looks the business, but the gameplay relies far too much on memorising complex combos and it's a bit hard to get into at first. A good game for the fans**

● ***READER REVIEW*** **The best wrestling game I've played and I've played a few. I love the way you can customise your own player and enter them into the game. Brilliant!**
George Postenby, Brighton

GRAPHICS: 5/5
GAMEPLAY: 4/5
SOUND: 4/5
LASTABILITY: 3/5

SOFTWARE HOUSE LEAGUE 1 pt

85%

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● **PUBLISHER** Ubi Soft ● **CONTACT** 0181 944 9000 ● **GENRE** Shoot'em-up

Buck Bumble

It's the attack of the killer bee in this brand new shoot'em-up





I'm using a self-guided missile to take out the enemy



At times the amount of detail in the garden is great

Feast your bee-dy eyes on this. A bee with a bad attitude (Bee A Baracus?) is on the N64 and is ready to kick ass with a wide boy selection of guns. Will this be the bee-st shoot'em-up ever? Read on...



The explosions are spectacular when you use the big guns



Notice how the weapons strap on to Buck's body



Good ol' puns mixing bees with the letter B, I could go on like this all day. Alright, alright I get the point, I'll stop the bee-related humour and get on with the review of the game.

Buck Bumble (BB) is (in case you've had a mental black-out and have already forgotten) a bee. This is no ordinary bee though, he's a veteran who's been genetically enhanced and had military equipment surgically implanted. In other words, he's one big mean bee with guns strapped to his legs.

You take control of Buck and fight against The Herd (a bunch of chemically altered insects who've mutated thanks to a poisonous chemical spill). The Herd is taking over and they're hell bent on destroying the environment and everything in it. so it's up to Buck to go out and smash the evil insects into oblivion.

Buzz if you like...

BB's a shoot'em-up which squares off against some pretty stiff competition on the N64. With Lylat Wars, Forsaken, Quake and the almighty GoldenEye all asking you to go out and buy them does Buck Bumble have what it takes to get you to put your hands in your pockets and part with your cash? Well I don't really think it does to be honest, but that's not to say it's a truly bad game, so I'll let you know what's good about it first.

I actually like the idea behind BB. It's novel to say the least and in a genre dominated by space ships and Doom-cloned first-person shooters, it's nice to see a game that takes the oldest type of video game (arguably the first ever videogame was a shoot'em-up) and gives it a new slant.

The design is good as well. Buck is nicely drawn and animated as you watch him wander around on the surface before leaping up into the air to fly around. His weapons are attached to his legs, so you are always able to see the firepower available. The levels are cleverly designed with huge playing areas that really give you the feeling of being a tiny bee roaming around a huge garden.

Bee-Bee-guns

The weapons are also very impressive. As well as the standard guns, shotguns and machine-guns there's some interesting machinery to play around with. You get the HGS, which scatters green pods in front of you, then promptly home in on your enemies and knock them for six. There's also a homing missile which is great for taking out fast moving targets.

When you fire the manual control missile the view switches to the missile and you steer it with the control pad. It's pretty tricky to get it to hit anything smaller than a house, but with practice you can use them to knock out land-based targets from around corners with immense satisfaction.

There're plenty of items to pick up as you fly around, including bonus items, power-ups and drops of nectar attached to the underneath of flowers. These replenish your energy after being attacked by the herd.

As well as shooting The Herd and picking up items, you have to navigate the level by shooting switches that open doors. In true Doom-fashion these aren't always next to the door they open, so ▶



I buzz down and take a look at the half-buried tennis ball



At times the amount of fogging used is ridiculous



The garden is full of everyday objects like this wheelbarrow

Review

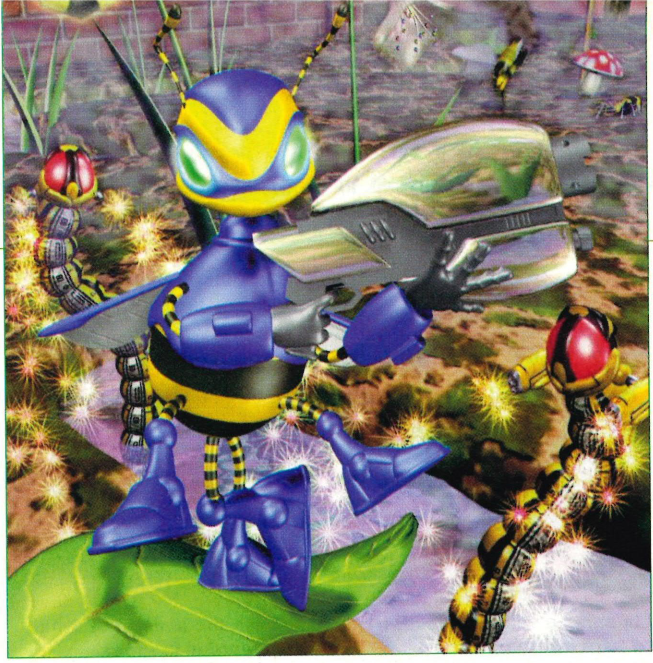
Buck Bumble



In this level you have to take out The Herd's radar dishes



The background detail is lost in all the morning mist (fogging!)



The Bee With A Sting In His Tail



The Default Weapon



The Electric Gun



A Nail Gun



The HGS 2000



Homing Missiles



Player Guided Missiles



The Flak Cannon



Scatter Bombs

Bumbling along



I shoot the green switch



The pipeline blows up



And the door opens

you have to search for the switches. One idea that I do like is that the switches are connected to the doors by a metal pipe. When you shoot a switch the pipe starts to explode. Follow the explosions and they'll lead you back to the door that will open. Anyone who's spent ages wandering around Doom searching for the door that a switch just opened will welcome this idea. I know I did!

Sticky situations

The controls work well in some instances, but pretty badly in others. You use the control stick to move around like an aeroplane with the A button thrusting you forwards. Press the B button and you'll brake to a hover, press both you'll rise vertically or let go and you'll fall to the ground below. It's a bit tricky at first to get to grips with, but with practice you become quite adept at moving around the levels.

Although the control system is well thought out, the actual control of Buck varies between good and frustrating. It can be difficult to pick up items, especially if you inadvertently pass them by. You have to stop, hover around, move to face the item and try to grab it without missing it again. The only other way is to tear forwards and try to grab it by swooping down.

The problem is that the items are too small and the margin for error is high, so you often end up missing them and either give up on them or stop and mess around trying to pick it up. It's all very well if nothing is happening at the same time, but if you stop when the other insects are attacking, then you'll just end up getting blasted whilst trying to pick up that special weapon.

Burn, ba-bee, burn

Shooting down the enemies seems to be a bit of a problem as well. Everything's fairly small and quick moving, so aiming can be a real pain. The enemies (especially the wasps) tend to get behind you very quickly, so some sharp shooting is required to pick them off. Fortunately you can loop-the-loop to get behind the enemies and shoot them in the backside. But still, I can't help feeling disappointed at the actual shooting aspects of this



Another enemy bites the bullet from my

Wasps keep coming out of that generator. I aim up and fire







game (which is a bit of a problem for a shoot'em-up). It seems quite tame compared to the mania of Lylat Wars and certainly requires a lot less skill and ruthless guile than the classic GoldenEye.

The graphics are also less impressive than by rights an N64 game should be. Although everything is nicely designed, the levels don't seem to have enough detail to them, the enemies are too small for you to ever really appreciate them and worst of all, there's a huge amount of fogging being used to cover up the backgrounds.



Take too many hits and you'll end up looking at this screen

Now you could (if you really wanted to) convince yourself that all that fog is the early morning mist gently rolling across the garden. But if you're nasty and cynical like me, then you'll just put it down to BB not been as well programmed as other N64 games.



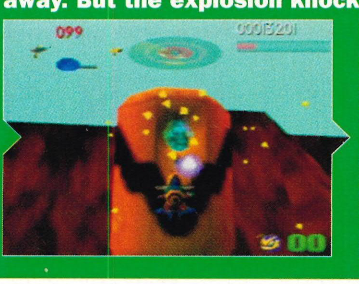
Beat The Herd and you'll get to see this much happier screen

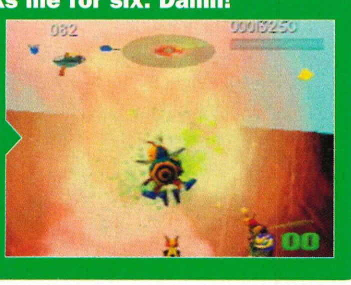
Don't get stung

It's a shame because there's some good ideas going on in BB, but they just don't make it. Mainly because the graphical engine isn't powerful enough to do everything the designers are asking it to do.

Buck Bumble doesn't have enough blast in it to cut it with the big boys of N64 gaming. Compared to Lylat Wars (its nearest competitor) this comes in as a tame second best. And when you've ripped apart enemy Pion-Cycles in Forsaken or picked off Russians in GoldenEye, floating around a foggy garden just isn't the same ●

away. But the explosion knocks me for six. Damn!





N64 Score:

THIS HAS TURNED OUT to be a bit of a disappointment. When I saw it in development it showed a lot of promise, but the end result is a barely above average shoot'em-up. The idea is nice and I love the idea of fighting as a tiny bee floating around a huge garden. The design of Buck and the bad guys is also good and even the levels are well thought out. But the main problem is the graphics engine, which isn't really up to scratch and the game has an awful lot of fogging obscuring the screen. I'd like to say the game itself makes up for the graphics, but it doesn't. Buck Bumble is an average shoot'em-up which offers very little in the way of excitement. It's a nice try, but it really doesn't cut it when compared to the graphical finesse of games like Forsaken and Lylat Wars. Definitely take a look at this before buying to make sure it really is for you. *MARK*

● ***ALEX*** **One of those great concepts that hasn't really come to fruition, like Tetrisphere for example. Plenty of work has gone into the plot, the music and the scenarios, but not enough attention has been given to the gameplay**

● ***STEVE*** **It's surprising that such an experienced team can come up with nonsense like this. They really haven't got to grips with the hardware at all, and this needed at least another six months work to be even close. Shame**

● ***NOELY*** **The fogging in this makes the settings in Turok look like a clear summer's day. On a brighter note, this is quite an original idea, however the execution lets this down. Don't be stung by forking out your bucks for Bumble**

● ***READER REVIEW*** **The amount of fog on this game is horrible and at times the screen just fills up with grey. I'd choose Lylat Wars over this. The music's good though *Nigel Haversham, Surrey***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

SOFTWARE HOUSE LEAGUE **0 pts**

70%

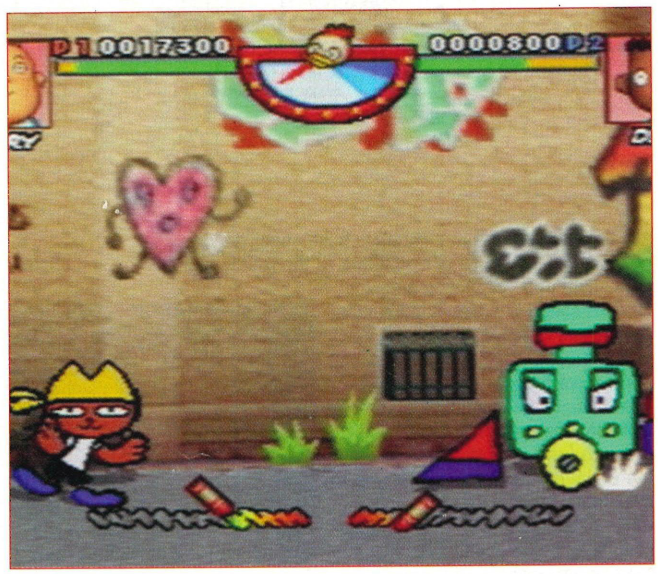
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Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** markh@idg.co.uk

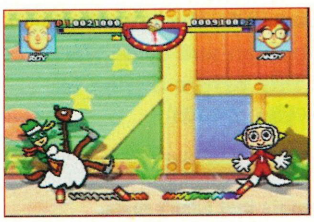
● **PUBLISHER** Konami ● **CONTACT** Madeira 01485 570256 ● **GENRE** Beat'em-up ● **RELEASE DATE** JAP Out Now

Rakuga Kids

Possibly the weirdest beat'em-up ever made

Parappa The Rappa meets Clayfighter and the end result is a very odd affair. But does its strangeness hide a stunning game or is this a weak fighter that relies on visual tomfoolery to hide its poor performance? Read on to find out...





Use dobbin the pantomime wonder horse special attack

WHEN THIS first came in I misheard Steve talking about a new beat'em-up called "Ragu Kids." My mind was immediately filled with strange images of chubby Italians eating spag' bol' and slogging it out on the office N64.

And you know how it is when you can't get a thought out of your head, so I quickly offered to review this game in the hope that it wouldn't be too weird. And although there isn't a strand of spaghetti in sight, the truth is far more bizarre than my imaginary pasta sauce fuelled fighter.

Despite being quite a simple game, Rakuga Kids is incredibly hard to describe. Imagine Clayfighter, now remove all the characters and replace them with Japanese Manga-style kids drawn in flat Parrapa-style and you're getting quite close to the mark.

Take, for example, Marsha, she's a fighting girl who uses her hair as a defensive shield and attacks with the aid of the chicken that's stuck on her head. Then there's Cools Roy, who looks like a cross between Robin Hood and Roy Rodgers and uses his red cape to lure a bull into running over his hapless opponents. Or Captain Cat who's a baseball-cap wearing cat who changes into a seventies DJ complete with funky shaking maracas.

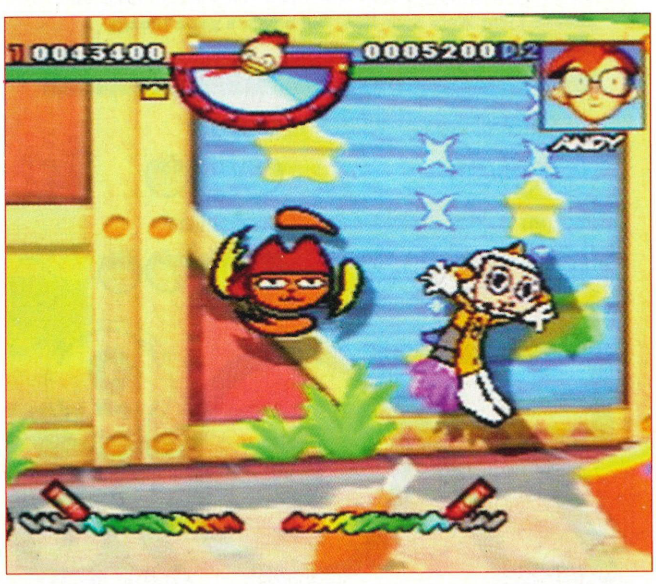


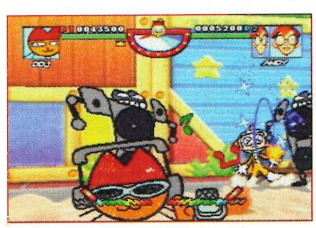
Two heads are better than one. Unless one's a chicken that is

You don't have to be mad

The list goes on and on and every time you press a button something completely and utterly insane happens. It's as though the programmers walked into a mental asylum armed with a crayon and some paper and said, "Hey, you look completely off your face! Why don't you design us a game then."

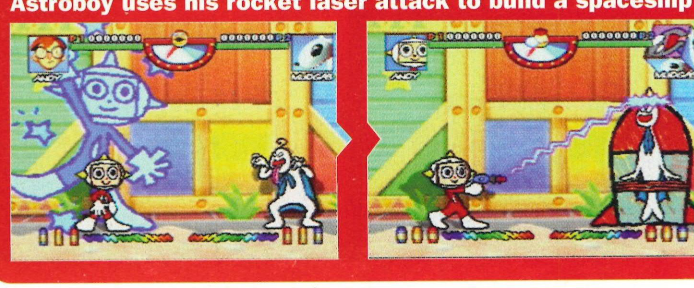
Having said all that, I must admit to liking the design. It's quirky and different and the fact that so much is happening on the screen makes this one of the liveliest games I've played in a long time. The graphics are actually quite good, but the fact that everything is in paper flat 2D does





DDJ uses his speaker attack to knock Astroboy around

Astroboy uses his rocket laser attack to build a spaceship out





Use your special attack when the coloured bars are full up



You can do special moves like shooting your opponents

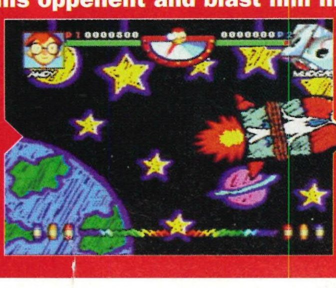


make it look a bit stale when compared to a 3D beat-em-up. The graphic design is similar to Yoshi's Story, in that it has a painted look rather than the crisp clear design that you find in most games.

Gameplay wise, things aren't quite so rosy. Rakuga Kids plays a lot like Clayfighter (in fact they're very similar games). Clayfighter got an absolute panning from the N64 Pro team and for good reason. So technically I should also rip Rakuga Kids apart, but I don't want to. The fact that it's so different and interesting lifts it above the stale pathetic attempt at a beat'em-up that was Clayfighter.

The majority of the game is just random button tapping, where instead of learning special moves, you just jump around and randomly press all the buttons. There's a practice mode, but you don't get a list of moves and to be honest I don't think there are that many in the game. There's a story mode, but as you tire of the mad visuals you'll realise that this is a pretty basic beat'em-up that doesn't have any real depth at all. It may be okay for very young players, but most people will quickly tire of Rakuga Kids. It's quirky and interesting but eventually dull and annoying ●

of his oppenent and blast him into space





N64 Score:

A totally baffling beat'em-up that takes the best (or worst) of Japanese eccentricity and throws it into a beat'em-up with Parrapa the Rappa-style characters. As you start to play it the madness becomes more and more profound as characters turn into speaker systems, rockets or whatever daft special weapons you can imagine and use them to bounce each other around the levels. The gameplay is similar to Clayfighter, which is perhaps Rakuga Kids greatest downfall and despite having a wonderfully quirky design and well animated characters, the actual game is a letdown. This is a very limited beat'em-up with hardly any special moves and it soon degenerates into frantic button bashing. Rakuga Kids is an interesting game that might be good to rent out for the night if you fancy a laugh. But you won't be laughing if you buy it *MARK*

● ***ALEX*** **It's completely beyond me how this type of game can be seen as an acceptable form of entertainment. In no way is it deserving of a release on the N64 and thankfully will never darken our shores. Funny peculiar – not ha ha**

● ***STEVE*** **Don't be fooled by the quirky graphics, it's still bland fare. It's got some amusing special moves, but wipe away the colourful surface and you're left with a game that fails to innovate, and doesn't stretch the N64 at all**

● ***NOELY*** **For sheer novelty value Rakuga Kids entertained me for longer than most of the bland beat'em-ups I've seen (ie 30 mins instead of 10). If you loved the awful Clayfighter, give this a look but don't expect the fun to last**

● ***READER REVIEW*** **This was dead funny to watch with really stupid characters. I didn't really get bored by it, but I know what the others are talking about. Rent this out**
Tim Barnes, London

GRAPHICS

GAMEPLAY

SOUND

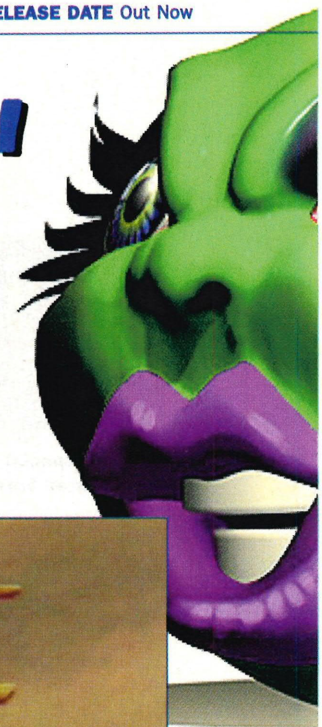
LASTABILITY

SOFTWARE HOUSE LEAGUE **0 pts** SOFTWARE HOUSE LEAGUE

53%

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Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** markh@idg.co.uk

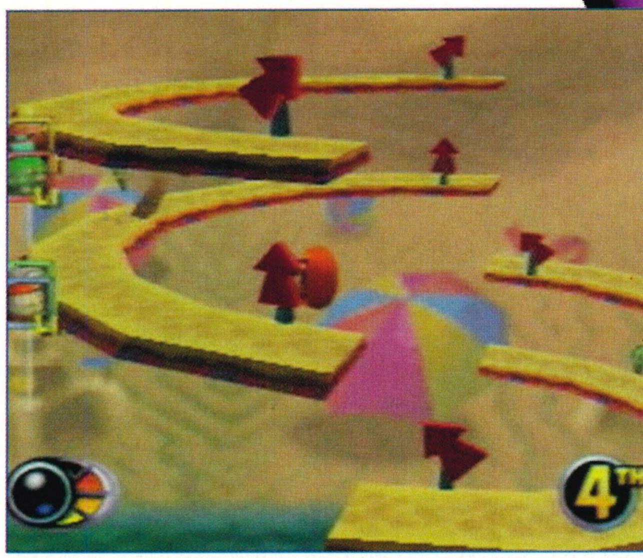
● **PUBLISHER** Acclaim ● **CONTACT** 0171 344 5000 ● **GENRE** A world of its own ● **RELEASE DATE** Out Now

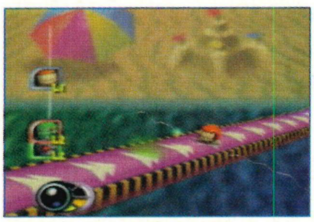


Iggy's Reckin'

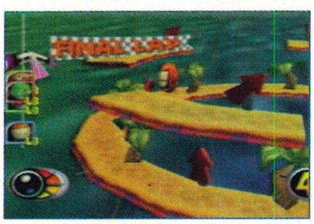
Isn't Mark supposed to review filth like this?

A real poor show from Iguana this one I'm afraid. Not even a healthy portion of originality can save players from the depths of Iggy's Reckin' Balls blandness

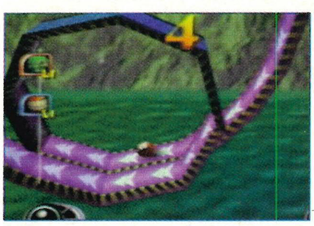




The rollercoaster sections are far from thrilling



Don't know what he's grinning at. Driven mad with boredom?



BY THE END of this review you can probably call me a hypocrite. I'm always banging on about how I'm a big fan of originality, and generally anything that's a little bit different will get a thumbs up from me even in the face of a hostile reaction from other members of the team (I still champion the cause of Fire Electric Pen to this day). Yet here we get something genuinely unique – a gaming experience unlike no other you will have ever come across - and I'm winding up to give it a bit of a slating.

Marble madness

Why? Well, despite all of its quirkiness, even taking into consideration all of its new ideas, it's just not a very good game. The idea has obviously been to cross a basic platformer with an average racing game in the hope that the whole would magically become greater than the sum of its parts, but it's just not come off. An 'Either or' decision should have been made somewhere along the line and maybe, just maybe we'd have got a good racer or platform game. Instead, what I can only presume to be indecisiveness on the part of the development team have damaged a previously impeccable reputation.

Iguana have positioned themselves nicely as one of the leading N64 developers, with titles like Turok and Quarterback Club helping both themselves and Acclaim to rake in piles of cash both here and the US. And that makes Iggy's all the more disappointing. You tend to expect more than something that wouldn't be out of place on an Amiga from one of the N64's premier developers, but I'm sure it's merely a blip on their radar than the start of a continued downward slide into oblivion.

Ballblazer

I suppose I should flesh out a few gameplay details really, but you'll have to excuse me if I seem to be lacking a little enthusiasm here because I'm really struggling to get excited about this one. Basically you control one of the Reckin' Balls as they race against each other on a series of twisting tracks. Where it differs from your run-of-the-mill racer is that the track is a little 'wackier'. You'll need to master and make use of a small number of special skills and power-ups if you're to make it to the top first.

For example each character can jump (necessary for clearing gaps in the track) but they can also fire out a grappling hook that will allow them to pull themselves up to unreachable heights. This grappling hook can also be use to defend against or attack the other competitors in the race in various ways, such as hurling them off the track or smashing them

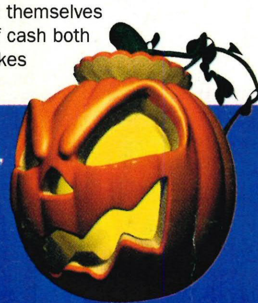
Obstacles Buddies & Baddies



Stompies have serious attitude problems. Only grapple-wielding can stop them



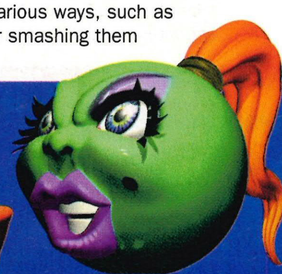
Charlie is the medallion man of the bunch. Overall, a good competitor



Narlie is a jacked up Halloween lantern and is Iggy's arch rival



Chatter is a lethal player from Iceland. who can slice almost anything



Amanda is the second female Reckin' Ball. She's one cool 'chick'

● NO. OF PLAYERS 1-4 ● PRICE £49.99 ● SECRETS Yes

Balls





What a happy bunch. Shame about the people who play it

Multi-player

One to four players can speed along the tracks at once in battle mode, team combo mode and time trial. This is all split screen - either horizontally or vertically depending on a player's preference - and provides some of Iggy's few enjoyable moments. In battle mode players use weapons against each other in what's essentially a standard race featuring numerous power ups such as freeze bombs, seeking projectiles and reverse controls. Time Trial speaks for itself while in team combo mode players team up against each other.



into the ground and leaving them dazed. I've gone into the power ups elsewhere, but basically that's it. Each race consists of a number of laps around the track and the first one to finish is the winner.

Wreck and roll

If it sounds like fun then let me assure you it isn't. There are all sorts of two and four player modes which go some way towards saving it from total tedium, but it can't escape the accusation of being a bad idea. As you'd expect, Iguana have executed it well enough but, to use a weak analogy – when the ingredients you're working with come from Netto you can't expect the finished cake to taste anything but bland

I've been well into everything Acclaim have put out so far, but I'm sorry, I'd rather watch an entire series of Duck Patrol than have to play this again. So I don't think I'll bother ●



These are passive creatures with poison spikes on their back

These paranoid little creatures patrol the tower platforms

Q-Tee loves danger, dancing and the 'cuteness' of a race

N64 Score

IGGY'S RECKIN' Balls has turned out to be a major disappointment, not because I was expecting great things (all through its development it's failed to ignite even the tiniest spark of interest in me), but because of the names attached to it. That a top drawer developer such as Iguana and a grade A publisher like Acclaim should be responsible for a game that leaves me as cold as this one does is surprising. When you think about it, although it's original in some ways, it's only because it's a mixture of styles that have never been tried before – there's nothing new feature wise – and when the styles clash this badly, you look at that pile of totally unoriginal Doom clones in a whole new light. I'm still a fan of trying to do something different, but it's probably a good idea to try and put something enjoyable in the gameplay mix as well. *STEVE*

● ***ALEX*** One of the most original games on the N64 certainly, but originality doesn't necessarily mean the game's gonna be any good. It is good, but nothing more than that. The idea's there, but the implementation isn't

● ***MARK*** This looked interesting at first, and was probably a good idea on paper. It's just a shame it didn't stay on the drawing board. Platform racing may seem like a novel twist, but it becomes tedious after about five minutes

● ***NOELY*** Beneath the cute characterisation and the original ideas lurks a platform/puzzle game of alarmingly shallow depth. It's a simple concept that's easy to pick up and play, but it's far, far easier to put down and never return to

● ***READER REVIEW*** I quite enjoyed this in its own little way, but I'd have been gutted if I'd had to pay for it. Nowhere near up to N64 standards in my opinion
Martin Daniels, Chester

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

SOFTWARE HOUSE LEAGUE 0 pts

68%

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● **PUBLISHER** T & E Soft ● **CONTACT** Madeira Games 01485 570256 ● **GENRE** Sports 'sim'

Waialae Country C

Welcome to the beautiful island of Hawaii



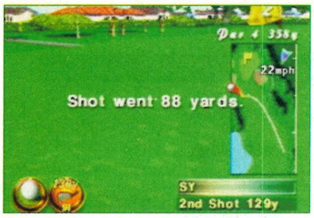
My first ever SNES review was of a golf game, and you know what? This one's no bloody better



Get on the green and suddenly acquire the power of invisibility



Thanks to the crap putting system, this 'tiddler' is tricky



Just like the shot Superkev did for Sunderland the other day



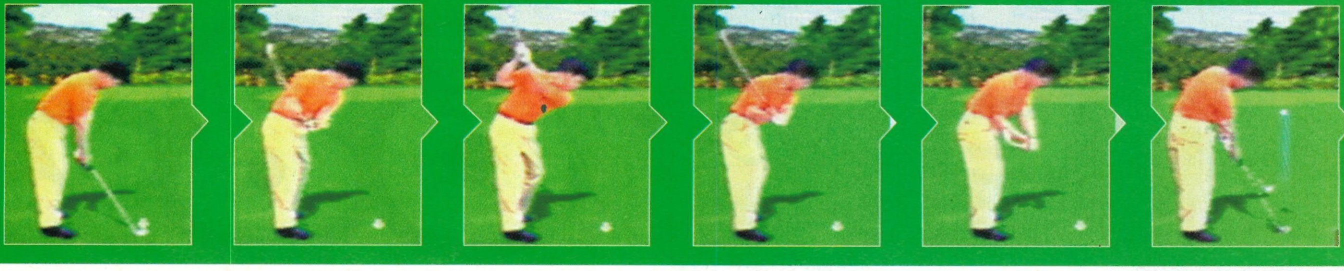
PGA TOUR Golf is the benchmark golf game across all formats (and we're still waiting for one to grace the N64) – it has an easy control system, but success is only possible through accurate use of it. Shot strength is expressed as a percentage and you have to gauge how hard to hit the shot depending on your lie, the wind and the hazards that lie ahead of you. If you happen to hit the ball full power, you have to be spot on with your third button tap so you don't hook or slice the ball wildly across the course.

These principles, when applied correctly, set down the foundations for a great golf game. Add AT LEAST two courses to the mix and you've got a varied challenge – anything on top of that, such as putting or driving practice adds to the overall enjoyment. What no golf game has done before is a scenario mode. Here you could become a 'real' golfer where you're put into a 'real-life' tournament golf situation from the past. A similar feature appears in ISS and F1 World Grand Prix – two vastly different games, but ones which are enhanced no end by their great scenario modes

Good Old Noely

In the April issue, Noely reviewed Augusta Masters 98 (AM98), which at first glance looks identical to Waialae. Sadly for Waialae, the former is actually a lot better. The flawed control system of AM98 has

Hi. My name's Alex Lee and this is how to swing a golf club properly. Bend your knees slightly, loosen your shoulders,



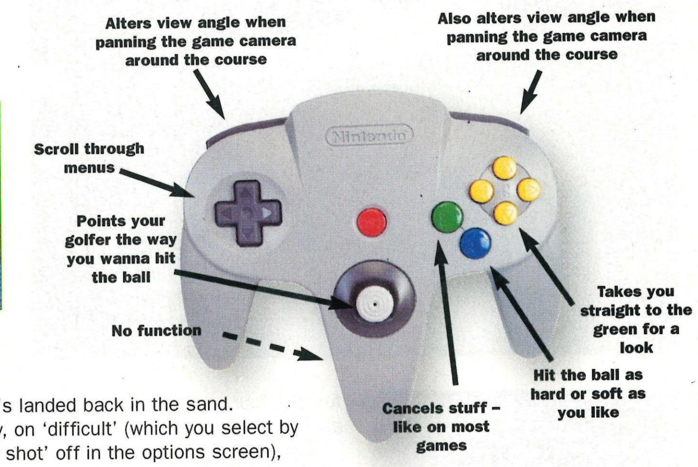
lub Golf Classics



All your caddy does is hang around looking nonchalant



Whatever you do, don't hit it in the water. Doh...



been further tampered with to effectively create two difficulty levels – one of which is far too easy, the other being far too hard. On easy, your drive is simply a matter of leathering the ball as hard as you like, without having to worry about hooking, slicing or 'duffing' (topping) the ball.

Handy/rubbish power gauge

Unless you're on a particularly long par five, the following approach shots are made easier with a handy marker at a point on your power gauge to aim at – thus taking away any guesswork on your part. This marker, however, can be misleading, particularly if you've landed in the front of a bunker.

Hit the gauge marker bang on and the ball will unerringly plop back in the sand at the far side of the bunker. Why? Because the distance the ball would have travelled would have been considerably further had it been able to roll on, which obviously it'll never do if it's landed back in the sand.

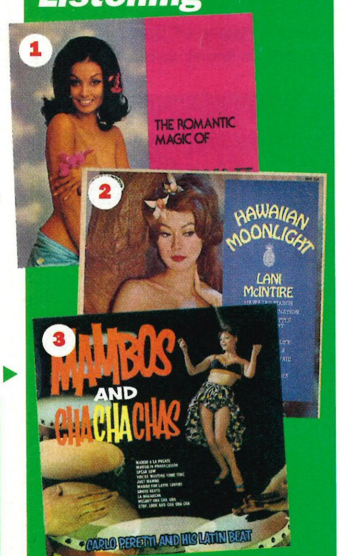
Conversely, on 'difficult' (which you select by turning 'easy shot' off in the options screen), there's no indication whatsoever as to how hard you need to hit the ball. I must admit I don't mind this too much as you can make an educated guess judging by the different areas of shading on the power gauge, but someone completely new to the game, who hadn't experienced AM98, would find the difference between the two levels of difficulty too much to handle.

Just the one course

Waialae could have pseudo-saved its bacon had it upped the number of courses to anything above one. But it hasn't. I know people who love simulation-like accuracy in their sports games, but if a game like F1 World Grand Prix can feature 17 completely accurate tracks modelled on real circuits all over the world, then a golf game should be able to muster up at least a couple of different courses, even if they're not emulations of real ones.

Surely, any keen games player would willingly swap one (admittedly very good) simulation course ▶

Recommended Listening



Our Art Editor Jim Eagers is a bit weird. Which goes a long way to explaining why he has a Hawaiian record collection amounting to an unbelievable 29 LPs! Apparently, they're readily available in charity shops such as Oxfam and Save The Children and can be bought for as little as 25p! The daft thing is, many of the bands purporting to be Hawaiian are actually from places as cold and mundane as Liverpool and Essex!



Go on, son, give it some welly. Or at least hit it hard

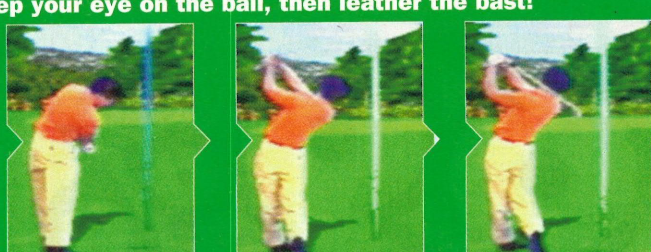


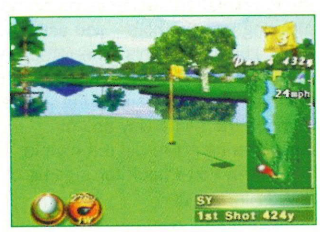
Match Play is the best option – the game's over quicker



Almost makes you wanna go and buy a glass of Malibu

keep your eye on the ball, then leather the bast!





One of the game's nicer touches – the reflections

Waialae Country Club Golf Classics





Fancy a game of golf? No ta, I'm off to meet some hula girls

for, say, four courses dreamt up by the game's developers?

Sorry that this is turning into a bit of a rant, but the most irritating thing about AM98 was the short putting game. In PGA, you're given a lot of leeway, meaning that the closer the ball is to the hole the easier it is to putt. In Waialae you're just as likely to miss a two footer as you are a fifty footer! The power gauge remains the same you see – when you're a foot away you can still feasibly blast it 70 foot past. This shouldn't be allowed!

The genius of golf

The gauge should shorten accordingly and it's not something that needs a genius to suss out. A bit of attention to this would have improved the game no end. It makes you think that the development team have no love of golf nor of gameplay for that matter!

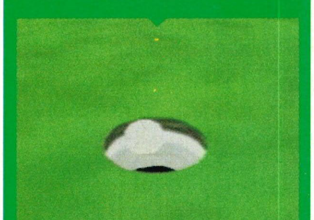
As you can guess, I'm sorely disappointed with Waialae – I enjoyed the AM98, as did Mark and Noely as we could just about forgive its faults. If only they'd been addressed properly and not been exacerbated then Waialae would have been a pleasure to play. It's not – it's a let-down and an example of what's effectively a Jap to US conversion (okay, so the course is completely different, but so what?), that's somehow gone all wrong.

The only thing that's been improved is the animation sequence of the ball plopping into the hole – you actually see it going down this time rather than the ball being over the hole one frame then completely disappearing the next. In much the same way as I'm disappearing off to dig out my old Macintosh Powerbook for a game of PGA Tour Golf ●

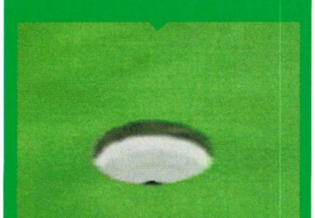
Things got a hole lot better



It's looking good



Going down...



Get in there!

N64 Score

OH DEAR. Maybe my love for golf games is so great that my expectations are just too high, but Waialae certainly doesn't match up to them. For £50 I'd feel sorely disappointed if I bought this and it's on this basis that I'm giving it a lower mark than its flawed, but enjoyable predecessor Augusta Masters '98. There hasn't been enough attention paid to the game for it to warrant any real praise. The digitised golfers and crowd are just jerky 2D cut-outs on a landscape that's been created using a non-compatible graphical style. The playability is severely afflicted with annoying faults (such as the insane, lazily programmed putting system) and overall Waialae Country Club Golf Classics is a case of pseudo-near yet oh so far. In future, give us a decent control system and a choice of different courses and we'll all be happy with the results. *ALEX*

● ***MARK*** **I've enjoyed playing a few rounds of golf on Waialae, but you can tell it's no PGA Tour. Golf games are great fun, so let's hope the next N64 effort is a lot better. In the meantime, if you're really into golf then take a look**

● ***STEVE*** **It's alright, but once you've seen the one course on offer you'll soon start to get bored. It's the best golf game on the N64 so far, no doubt about that, but there's hardly been any decent competition at all really**

● ***NOELY*** **With hindsight I scored this too highly when I reviewed the Jap version. The fact I enjoyed playing this is more to do with the fact that I love golf games than this being a particularly good example. Below par but still fun**

● ***READER REVIEW*** **I don't mind it as I'm a big golf fan and I've been waiting for a golf game on the N64 for ages. I'd have preferred a few more courses though I must admit**
Steve Johnston, Aberdeen

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

SOFTWARE HOUSE LEAGUE **0 pts**

69%

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import Round-up

Here's a quick run-down for all you import fans that just can't wait for British PAL releases – all the games below are scheduled for release in September. The ones we haven't reviewed already, we'll be reviewing next month – if they come out on time! – **Alex**

USA

Game	Publisher	Release	Genre
NFL Blitz '98	Midway	September 20	American footy
Deadly Arts	Konami	September 22	Beat'em-up
NFL QB Club '99	Acclaim	September 22	American footy
NASCAR '99	EA Sports	September 22	Racing simulation
Madden NFL '99	EA Sports	September 26	American footy
SimCopter 64	Maxis	September	Helicopter sim
WCW/NWO Revenge	THQ	September	Wrestling
Bust-A-Move 3	Acclaim	Q3	Puzzler
Last Legion X	Hudson	Q3	Chin scratcher
NHL '99	EA Sports	Q3	Ice Hockey
SCARS	Ubi Soft	Q3	Cartoon racer
Space Circus	Ocean	Q3	3D platformer

ONE TO WATCH

Twisted Edge Snowboarding, Midway, September, Snowboarding



JAPAN

Game	Publisher	Release	Genre
SD Hiryu No Ken 64	Culture Brain	September 25	Beat'em-up
SimCopter 64	EA/Square	September 25	Helicopter sim
Banjo & Kazooie	Nintendo	Q3	3D platformer
Bio Tetris	Amtex	Q3	Hi-tech puzzler
Knife Edge	Kemco	Q3	Racing game
Resort King	Taito	Q3	Mad Jap thing

ONE TO WATCH

Ogre Battle 3 Nintendo, Third Quarter, Final Fantasy-style thing with RPG elements (see News)

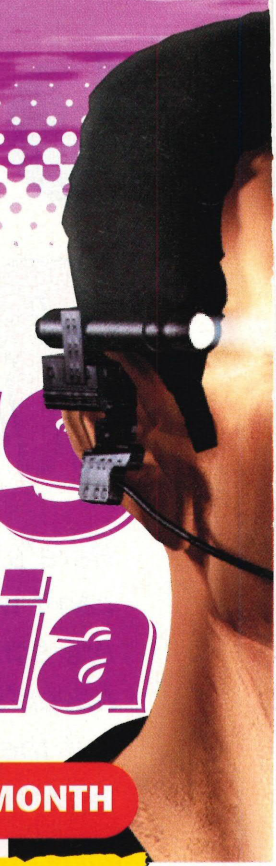


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New cheats this month...

- Banjo-Kazooie
- Mission: Impossible
- F-Zero X (NTSC)
- All Star Baseball
- Forsaken 64
- Iggy's Reckin' Balls

1080° Snowboarding

This Snowboarding game is as cool as the stuff it's based on, and we've found some hidden characters for you to play with.

Crystal boarder
Clear the expert mode and head for the character selection screen. Select Akiri and press C-left and then A.

Metal boarder
Beat the expert mode with the crystal boarder and go to the character selection screen. Highlight Kensuke and press C-up and then A.

Panda boarder
Win all time attack and trick attack modes with first place ranking (no sweat). Now on the character selection screen highlight Rob and press C-right and then A.

Spin Tricks
All these tricks take place in the air so jump using A or fly off a ledge before performing any of these tricks. 'Around' means a counter-clockwise circle starting with the control stick pressed in the up position.

180° **R+Control-left**
360° **R+around**
540° **R+around+Control-left**
720° **R+around+R+around+B**
900° **R+around+R+around+B+R +Control-left+Z**
1080° **R+around+R+around+B+R +around+B+Z**

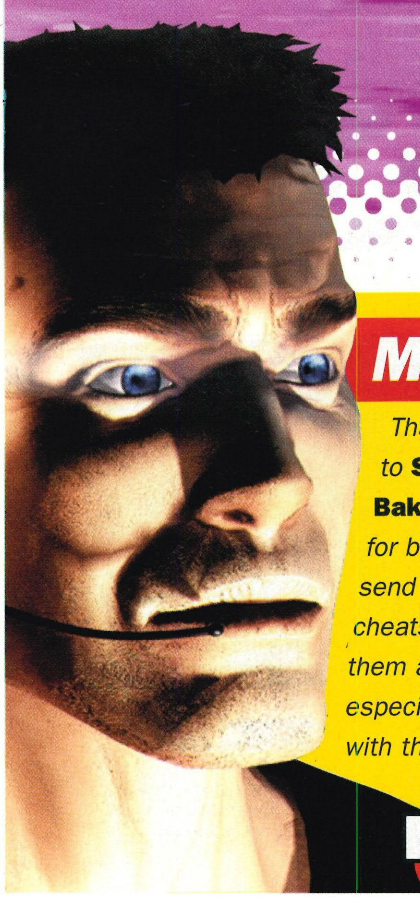
F-Zero X

New entry

Still one of the favourite office racing games and now you don't have to work for those special hidden secrets. Get your mates round and have a race on the special X-Cup to race around randomly generated tracks



All Tracks and Cars
The big 'N' have always refused to put button tappin' codes in their games. So what's this all about then! Go to the "mode select" screen and press L, Z, R, C-up, C-



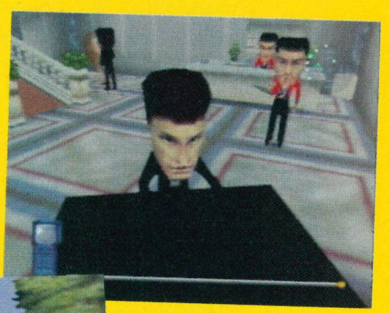
Mission: Impossible

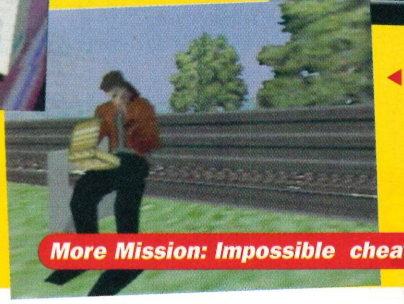
*Thanks go out to **Steven Baker, e-mail,** for being first to send in these cheats. Some of them are great, especially playing with the kid mode*



Big head mode ▲
To get a big head press **C-down, R, C-up, L, C-left** at the "level select" screen.

Giant Head Mode ▶
To give Ethan an even bigger noggin press **C-down, L, C-up, C-right, L** at the "level select" screen. If you've done it properly you'll hear Ethan say "that's better."





◀ Big Feet Mode
To get the clown sized feet go to "level select" screen and press C-down, **R, Z, C-right, C-left.**

More Mission: Impossible cheats this way ☞

New entry

All Star Baseball '99

A couple of cheats for this for this stunningly realistic baseball game. We've got two and they make the players look decidedly silly. Go to the 'cheat codes' option and type in:

PRPPAPLYR
Paper Players (Parrapa the Rappa?)

GOTHELIUM
Big Heads, Bats and Feet

Cheat Against the Computer
This one's sneaky. Wait until you're batting then hit the ball anywhere you like. Quickly pause the game and switch your controller to the other team. Now you can control the fielding and make it as bad possible. Wait until your player has run around then change back. Dirty tactic that one!

Banjo-Kazooie

Make Banjo big-headed or turn him into a washing machine. Make sure you check out the new Banjo cheats to get infinite lives or be invincible with unlimited gold feathers.

Treasure Trove Code
All of the cheats involve typing codes on the lettered floor in the sandcastle on the Treasure Trove Cove level. First you have to fix the bucket of water by filling him up with eggs (use the Z and C-down buttons). Then you'll be able to stomp on the letters by pressing A and then Z. Before the codes will work though you have to earn them in the game by playing Bottle's jigsaw challenge. Each time you complete a jigsaw you'll get a new code from Bottles that you can enter in on the Sandcastle floor

Big Head Banjo
Go into Banjo's home (right at the start) and use the C-up button to look at the picture of Bottles above the fireplace. You should enter Bottles' jigsaw game. Each time you complete a jigsaw you'll get another code of bottles. The first is BOTTLESBONUSONE ,type it in on the floor of the sandcastle in Treasure Trove Cove to play with a big noggin.

Big Hands and Big Feet
After getting the first cheat go back and play the second Bottles jigsaw game. This time you'll be given a cheat called BOTTLESBONUSTWO. Type it in at Treasure Trove Cove for great big flapping hands.

Big Head and Wings Kazooie
Go and play the third Bottles jigsaw game and he'll give you the code: BOTTLESBONUSTHREE. Type it in at Treasure Trove Cove to have a big bird on yer back.

Tall Skinny Banjo
Beat the fourth puzzle game and Bottles will give you the code: BOTTLESBONUSFOUR. Type it out at Treasure Trove Cove to get a lanky Banjo.

Big Hands, Big Feet and Skinny Banjo
Keep going through the puzzle games until you complete the fifth one and Bottles will give you the code: BOTTLESBONUSFIVE. Spell this code out at Treasure Trove Cove to get a very odd looking Banjo indeed.

Giant Banjo-Kazooie
Complete the sixth Bottles jigsaw and he'll give you the final (or so he claims) cheat called BIGBOTTLESBONUS. Enter this cheat at the Treasure Trove Cove to get a massive Banjo and Kazooie.



Washing Machine Banjo-Kazooie
Yes, I also thought I was being wound up when I first heard about this one. But it's true I tell ya! Bottles is lying when he says you've found all the codes. Go back and complete the seventh Jigsaw game and you'll get this code: WISHYWASHYBANJO. Enter it on the floor of the sandcastle on Treasure Trove Cove and you can play the game as a spin-dry washing machine. It's a weird experience!

Cancel All Codes
To turn any of the codes off you have to go back to the Sandcastle at Treasure Trove Cove and Spell out: NOBONUS. This will turn you back to normal. Well as normal as Banjo and Kazooie can get.

20 Goldfeathers
Go to the entrance for the Rusty Bucket Bay and to your right you'll see a cave with three pipes. Smash the one in the middle and head inside. Hit the switch to raise the water level and jump out of the water and quickly head to your right. In the cave you will find the third spellbook which gives you the code: GOLDFEATHERS. You must enter the code at Treasure Trove Cove for it to work.

200 Blue Eggs
Go to Bubblegloop Swamp and get turned into a crocodile. Exit the level and turn left and head into the pipe that leads to the snow world. Go through the pipe at the top of the hill and you'll find the spell book. He will give you the code: BLUEEGGS. Type the code in at Treasure Trove Cove and you'll be able to carry up to 200 eggs at once.

100 Red Feathers
Go to Mad Monster Mansion and have Mumbo Jumbo turn you into a pumpkin. Now head out of the level and go up the winding path towards the volcano. You'll now find the red spell book.

Talk to the book and you'll get the code: REDFEATHERS. Now head to Treasure Trove Cove and type the code in on the Sandcastle floor and you'll be able to carry up to 100 flying feathers. Now you can spend much more time flying around the game ▶

down, C-left, C-right and Start. You should hear a chime if you've done it properly and you'll now be able to access all cars, cups and tracks (even the X-cup which randomly creates tracks for you). This works on the Japanese version and we can only hope that it works on the UK version when it's released.

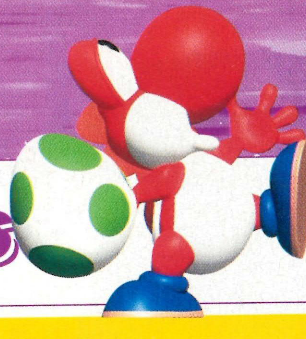
Super Small Vehicles
On the vehicle select screen press L, R and all four C buttons and you'll be able to race with small ships. They still pack a fair speed though!

Change Vehicle Colour
When you're on the vehicle customisation screen press the **R** button to change the colour of your ship.

Rotate Vehicle
You can spin the vehicles around on the vehicle select screen by using the four **C-buttons**. So take a good look!

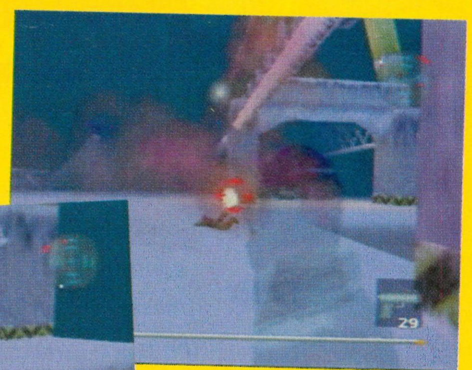
the Cheats





New entry







Turbo Mode ▼
To run around like a crazy thing go to the "level select" screen and press **C-up, Z. C-up, Z, C-up**. You'll hear a horn sound if the cheat has worked.

Kid Mode ▲
To play with small characters go to the "level select" screen and press **C-down, C-up, R, L, Z**.

Rocket Launcher ▲
Press **R, L, C-left, C-right, C-down** at the "level select" screen and you will get a mini rocket launcher and 30 rounds to play with.

Mission: Impossible

Bio Freaks

We've got plenty of cheats and tips for this carnage-infested beat'em-up. Let the bloodsports begin!

Key Guide:
LP: Left Punch (**C-left**)
RP: Right Punch (**C-up**)
LK: Left Kick (**C-down**)
RK: Right Kick (**C-right**)
AW: Press away from your opponent
TW: Press toward you opponent

Fatalities (one hit kills!)
Minatek's Headspit: **TW, AW, LP + LK** (up close)
Zipperhead's Buzzcut: **TW, AW, Aw +RK** (up close when opponent's arms are shot off)
SSapo's Headevour: **TW, AW, AW +RP** + RK (up close)
Psyclown's Cut in half: **TW, AW, AW + LP + LK** (up close)
Sabotage's Decapiblast: **TW, AW, AW + RP** (1 to 3 steps away once opponent's arms are gone)
BullzEye's Backhandecap: **TW, AW, AW + RP** (up close)
Delta's TorsoShears: **TW, AW, AW +LK** (up close)
Purge's Mutilator: **AW, TW, TW + RP +RK**

Taunt
To taunt your opponent press **LP** and **RK** at the same time.

First Person View
To change the view to first person press and hold **D-left** and press the start button during a fight. To switch back press and hold **D-down** and the **Start** button.

Creation Date
Fancy knowing when your copy over Bio Freaks was created? Then quickly press the C-left button as soo as you turn your N64 on. You may have to tap it a few times to get it work and you'll hear the sound of someone laughing if you've done it correctly.

Bust-A-Move 2

This wicked little puzzler has taken our office by storm. The puzzle adventure mode is great. And guess what, we've found another secret world for you to play with.

Another World Puzzle Game
Go to the title screen and press **L, D-up, R, D-down** and a little green dude will appear at the bottom right of the screen. Now go to the puzzle mode and you'll see 'another world' written at the bottom of the screen.

Character Select
Select the puzzle mode and go to the screen where you choose your route through the game. Now press **D-left, D-left, D-up, D-down, L, R, L, R and then L + R** at the same time.

You should now be able to select from different coloured dinosaurs or various different bosses. Choose your character and get playing your game.

Diddy Kong Racing

We've got every cheat known to exist for this fantastic little racing game. Just go to the options screen and select the 'magic codes' section. Then enter one of these tasty codes:

Code: Result
ARNOLD: Big characters
BLABBERMOUTH: Characters shout instead using their horn
BODYARMOUR: All balloons are shields
BOGUSBANANAS: Bananas reduce speed
BOMBSAWAY: Every balloon is red
BYEBYEBALLOONS: Removes all balloons from the track
DOUBLEVISION: Two players can select the same character
FREEFORALL: One balloon counts for three
FREEFRUIT: Start with 10 bananas
JOINTVENTURE: Two players in adventure mode
JUKEBOX: Audio options screen
NOYELLOWSTUFF: Yes, we have no bananas
OFFROAD: Don't lose speed when going off-road
OPPOSITESATTRACT: All balloons become magnets
ROCKETFUEL: Every balloon is a turbo
TEENYWEENIES: Tiny characters
TIMETOLOSE: Super intelligent computer characters
TOXICOFFENDER: All balloons are toxic drops
VITAMINB: Speed keeps on increasing over 10 bananas
WHODIDTHIS: Look at the credits
ZAPTHEZIPPERS: Removes all the zippers

Play as Drumstick
Collect all the amulet pieces for both amulets and get first place on all the trophy races. Then go to the central area and look for a frog with a red feather hat. Run over him and you'll be able to race the fastest turkey ever seen in a game.

Play as TT
Go to the time trial mode and get a fast time then start the race again. TT will appear as well as your course ghost. You have to beat TT on all of the courses to be able to select him. It's not easy, but if you are having real difficulty try racing a different vehicle as one is usually easier than the others.

Duke Nukem 64

Killing alien scum is easier than ever with this great set of cheats for the UK version of Duke Nukem

The cheat menu
On the main menu press **D-left, D-down, L, L, D-up, D-right, D-left, D-up**

Invincibility
Go to the cheat menu and press **R, C-right, R, L, R, R, R D-left**

Toggle monsters on or off
Go to the cheat menu and press **L, C-up, D-left, L, C-down, D-right, D-left, D-right**

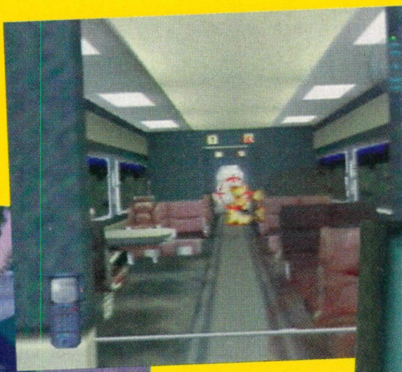
All weapons
Go to the cheat menu and press **R, C-right, D-down, L, C-up, D-left, C-right, D-left**

Forsaken 64

Fed up with working through this great game? Then pick any level with our stunning cheats.

encyclopaedia

7.65 Silence Pistol
At the “level select” screen press **C-up, L, C-right, C-left, C-up** to get a silenced pistol with 30 rounds of ammo.

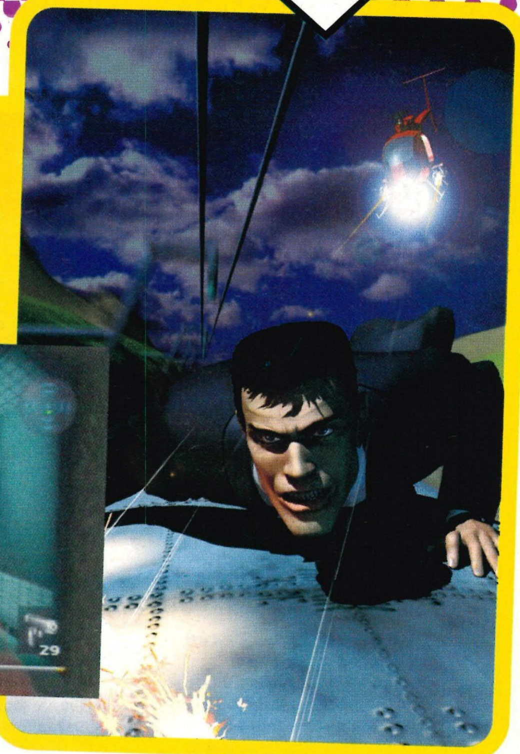




Uzi
The machine gun is available in the game with this cheat. Press **C-right, C-left, C-right, C-down, R** at the “level select” screen to cause some damage.



High Power 9mm
At the “level select” screen press **R, L, C-down, C-up, C-up** and you'll get this killer weapon.



Level Select
Want to skip most of the game and head towards the end levels. Then go to the screen where it says “press start” and tap in: **A, R, Z, D-up, D-up, C-up, C-down, C-down**. Now choose where you want to go.

Skip Boring Stuff
Fed up with sitting through advertisements whenever you start this game? Then hit **reset** as soon as the opening screen starts. When the N64 reboots you'll be able to skip them with the ‘**Start**’ button.

Gore Mode
To play the game in Gore mode go to the start screen and press **Z, D-down, C-up, C-left, C-left, C-left, C-left, C-down**. Blood aplenty should now flow.

Psychedelic Mode
To make the game look like a bad attack of the sixties, go to the ‘press start’ screen and press: **A, R, D-left, D-right, D-down, C-up, C-left, C-down**. Er, trippy, or something!

Infinite Nitros
To get infinite nitros go to the ‘press start’ screen and press: **B, B, R, D-up, D-left, D-down, C-up, C-left**. Now you can blast around the game.

Wireframe Mode
Fed up of those lovely textures? Then go to the ‘press start’ screen and press: **L, L, R, Z, D-left, D-right, C-up, C-right.**

GoldenEye 007

Use our cheat and the cradle level (and Trevalyn) will fall with ease.

Easy Cradle
Go down to the platform with the two huts and shoot any guards. Now stand with your back to the shed with the console inside looking directly at the bottom of the stairs and the door to the opposite shed.

Shoot the guards that come down the stairs or through the door of the opposite shed.

Keep your ears open for the door of the shed you're stood next to and turn around to shoot any guards that come out. After several seconds you should hear a grenade go off inside the shed.

If you've done it right, Trevalyn should have blown himself up. Now you just have to Finish objective A to complete the level.

More Characters on Multi-player ▶

FIFA '98: Road to the World Cup

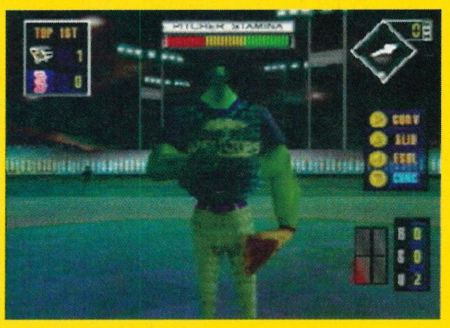
FIFA's storming comeback! This great footy game can be made even better with our brilliant cheats.

Go to customise squad and choose the player edit menu. Select one of the following teams and enter the code as any player's name. The player should jump in the air to let you know that the cheat has worked.

Cheat	Team	Code
Ghost players	Slovakia	**LASKO**
Unlock round 1	Vancouver	**ANATOLI**
Unlock round 2	Japan	**YUJI**
Tiny players	Vancouver	**KERRY**
Chipmunk voices	Tottenham	**DESMOND**
Underground	Iraq	**OMAR**
Invisible walls	Wales	**WARREN**
Silly moves	England	**JASON**
Crazy ball	Canada	**KIERAN**
Dive is a foul	Los Angeles	**OSCAR**
Hot potato Rep.	Ireland	**SPUD**
Alternate hot potato	Malaysia	**CHRIS**
No stadium	Any team	**CATCH22**
Invisible players	Sheffield Wed.	**WAYNE**
Fullscreen stadium	Vancouver	**MARGE**
Rainbow radar	South Korea	**ORILEY**
Invisible ball	Vancouver	**JAYE**
Australia camera	Vancouver	**TED**
Alternate Australia	Australia	**NWODEDISPU**
Pencil and paper	Canada	**MARC**

All Star Baseball

We've got some absolutely stunning new cheats for this amazing baseball game. Now you can play with an alien team or use a team of thin and fat people



Alien Players
One of the best cheats I've ever seen. Type in **ATEMYBUIK** at the enter cheats menu. Start a game and choose the all new Alienopolis stadium. The second team will be the aliens but (looks aside) will play with the same ability as the team you choose. ▶

the Cheats



Where's that Damn Button?



New entry

Banjo-Kazooie

Some lucky souls won these cheats from Rare. And they were then inundated with thousands of grovelling E-mails. You don't have to beg or blag, just buy our mag

Infinite Lives
Go to the sand castle in Treasure Trove Cove, empty the water by filling up the bucket with eggs and spell out "**CHEAT**" followed by "**LOTSOFGOESWITHMANYBANJO**". You won't hear anything to let you know you're hitting the right letters so be careful.

Infinite Air
Go to the sandcastle floor and spell out "**CHEAT**" followed by "**GIVETHEBEARLOTSO FAIR**" and you will get an infinite amount of air making underwater swimming much easier.

Head for the character selection screen and enter this code to get tons of new characters to play with.

Hold **L** and **R** and Press **C-Left**
Hold **L** and press **C-up**
Hold **L** and **R** and press **D-left**
Hold **L** and press **D-right**
Hold **R** and press **D-down**
Hold **L** and **R** and press **C-left**
Hold **L** and press **C-up**
Hold **L** and **R** and press **D-right**
Hold **L** and **R** and press **C-down**
Hold **L** and press **D-down**

Multi player Awards
It's not the winning that counts, it's how you play the game (yeah right!). When you finish a multi player game and your score comes up, press left. The screen will scroll over and give you an award for your game playing technique. The award best describes your fighting personality.

Regeneration Pattern
Players regenerate in one of five places on each level. The N64 goes through these places in order.

The best way to find each regenration point is to go on a two player game by yourself and keep shooting the players and noting where they reappear. You'll learn the five points for each level.

Now note where the second player starts and when you kill him he'll reappear at the next point on your list. Make sure you head for this point straight away and by the time he's reappeared you should already be ready and waiting.

To help you on your way here's the five restart points for the bunker level:

1: As you walk down the steps to the main room, your opponent will be up the stairs on the right.
2: In the cell where you start on Bunker two (1 player game.)
3: At the top of the stairs by the helicopter pad.
4: In the small room where one of the documents is (1 Player game.)
5: As you exit the room with both cells, go straight on and it's the first door on the left.

ISS 64

The best footy game ever is even more fun with big headed action.

New teams
Go to the title screen and enter the following: **D-up, L, D-up, L, D-down, L, D-down, L, D-left, R, D-right, R, D-left, R D-right, R, B, A**, Hold down **Z** and press **Start.**

Big Noggins
On the title screen press **C-up, C-up, C-down, C-left, C-right, C-left, C-right, B, A,** hold **Z** and press **Start.**

Kobe Bryant in NBA Courtside

We're quick off the mark as ever, bringing you some great tips for Nintendo's fantastic new basketball game featuring Kobe Bryant.

Hidden Teams
Hold the **L** button and press **A** on a pre-season game. Scroll through the teams and you'll find three new teams: Nintendo, Leftfield and N64.

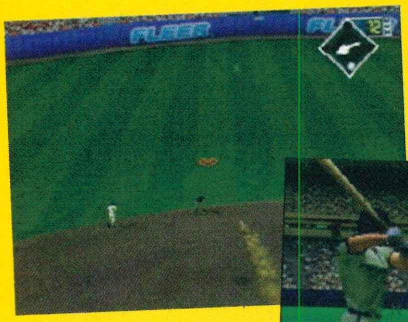
Disco Dancing
Start a game and press **Start** to pause. Now enter this code: **Z, C-up, D-down, D-up, R, R, B, C-right, C-right, Z**. Your game of basketball should now be much funkier.

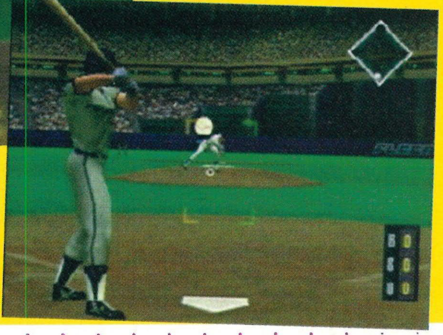
Madden 64

This classic American footy game also has some good cheats.

New entry

All Star Baseball





Big Baseball ▼
Enter **BBNSTRDS** at the "enter cheat" menu and you can play with a huge ball.

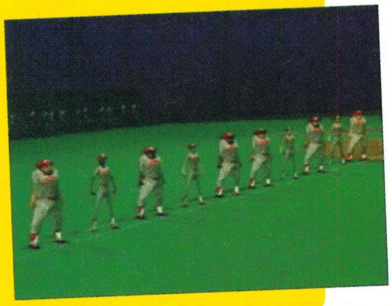
Ball Trail Effect ▲
To get a trail of your baseball type in **GRTBLSFDST** at the "enter cheat" menu.

Slow Motion and Freeze Frame
For this cheat to work you need to have a controller plugged in that's not being used by any team. Go to the options and pick manual camera. Now press **D-left** on the extra pad to freeze the game or **D-right** to put the game into slow motion.

Fix Stats Bug
There's a bug in ASB that occasionally messes up the team stats when loading. To correct it you simply have to load the stats twice.

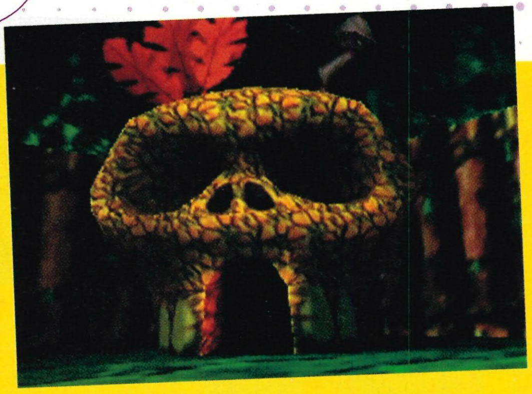
Pick off Opponents.
If you ever want to be able to play a serious game against the computer either stop reading now or learn some serious self control. You can pick off any computer opponent that's at second base. Select your pitch and wait for the fool to edge past the umpire. Now pick him off by throwing to second base. This works every time and will ruin any game if you misuse it.

Fat and Skinny Players ▼
Type in **ABBTNCSTLO** at the "enter cheat" menu and you can play with the thin and fat players.



Cheat Zone

clopaedia



Infinite Eggs
Go to the sandcastle and type in "**CHEAT**" followed by "**BANJOBEGSFORPL ENTYOFEGGS**" and you'll have lots of eggs to chuck around.

Maximum Energy
Go to the sandcastle and spell out "**CHEAT**" followed by "**ANENERGYBARTOGETYOUFAR**" and you'll get eight pieces on your honeycomb (energy) bar. Please note that if you already have extra honeycombs this code will take them away and you have to retype in the code every time you play the game.

Infinite Mumbo Tokens ▲
To get an unlimited supply of tokens go to the sandcastle and type in "**CHEAT**" followed by "**DONTBEADUMBOSEEMUMBO**" and your Mumbo tokens should increase to 99

Infinite Red Feathers
Go to the sandcastle and type in "**CHEAT**" followed by "**NOWYOUCANFLYHIGH INTHESKY**". And you should be able to fly for as long as you want.

Infinite Gold Feathers
Go to the sandcastle and type in "**CHEAT**" followed by "**AGOLDENGLOWTOPR OTECTBANJO**". You can now run around using your gold feathers to protect you.

Secret EA stadium
Type in **SAN MATEO** at the create player screen.
Hidden Teams
Type in the following on the create player screen to unlock the hidden teams:
Sixties: team of the sixties
Seventies: team of the seventies
Eighties: team of the eighties
Howlie: AFC Pro Bowl '96-'97

Major League Baseball Featuring Ken Griffey Jr

Treading a fine line between arcade action and sports simulation, this game's winning a lot of admirers. And it's from Nintendo who've happily put cheats in the game.

Secret Teams
Want to play as the Nintendo executives? Then highlight exhibition of the first menu that pops up. Now press all four **C-buttons** at the same time. Keep doing this until you hear a beep. Then go to the All-Star teams and there will be two new teams: Nintendo and Angel Studios.

Move Title Screen Logo
At the title screen hold **Z** and the baseball will stop spinning. Keep holding **Z** and move the control stick to make the baseball spin around. Dumb, but fun!

Shoot Fireworks
Go to the 'view stadium' mode by pressing the **Z** trigger whilst choosing your stadium. You can shoot fireworks by pressing the **Z** and **R** buttons at the same time.

See Ending
Go to an exhibition game and pick the teams. When picking the stadium repeatedly press all four **C-buttons** until you hear a chime. Then press the **Z** button to view the stadium and you'll get to see the ending of the game as if you'd just won the World Series.
Unhittable Pitch
Place the crosshair anywhere in the strikezone except for the yellow hitting circle. Holding the crosshair where you want it press **Z** and then press **Z** and either **C-left, C-right or C-up** to look at one of the bases. Release the **Z** button first then the **C button** and when you look back there'll be no square for the batter to aim at.

Mortal Kombat 4

Killing is more fun than ever with all these stunning new cheats. And you can even get those fatalities with ease.

Play as Meat
Meat is the character you select without any skin. He looks very gory indeed. To access him you have to keep choosing the group option in a two-player game. After you have won with all the characters select any character you want. You will be that character (with all his moves) but look like a side of beef.

Cheat Menu
Go to the options menu and move the cursor down to 'continues.' Hold block and run (the C-left and C-down buttons) for about 10 seconds and you'll hear a laugh followed by 'excellent.' The cheat menu will then appear. It includes easy fatalities (press down and HP to do a fatality in the game.)

Play as Noob Saibot
Access the cheat menu using the above cheat and select hidden from the Select screen. Now move up two and over one to Reiko, press Run and Block together to be Noob.

Play as Goro
Access the cheat menu and select hidden from the select screen. Move up three and over one to Shinnok. Now press run and block together to play as Goro.

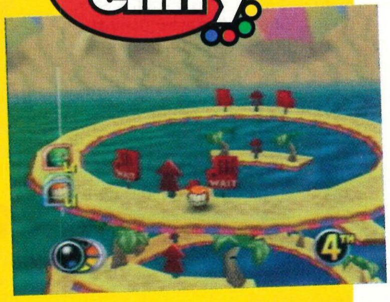
Versus Kombat Kodes
These codes can only be entered in a two player came. In order to enter the codes you must mix and match six icons. Player one controls the first three and player two controls the last three. Each player changes the icon by pressing low punch for the first icon, ▶



New entry

Iggy's Reckin' Balls

We're fast off the mark in bringing you these cheats. See every world on this racing platformer.

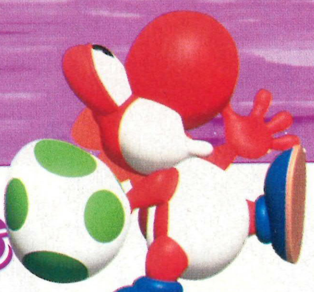


Cheat Screen
To open up the cheat screen press **R and Z** at the same time on the start screen.

All Worlds
Type in **THEUNIVERSE** at the cheat screen to get all worlds

All Characters ▲
Type in **HAPPYHEADS** at the cheat screen to get all the characters.

the Cheats

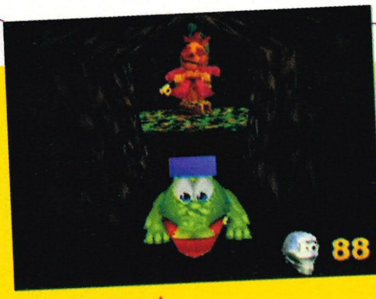


Banjo-Kazooie

Get all Items.
Once you have got all three of the spell books you can fill up on items by going to the Sandcastle and stamping out this code: BLUEREDGOLDFEATHERS

Skip Text
The ultimate in ignorance. Try playing the game whilst completely ignoring everything that's said to you. If you don't want to read something that's being said press the **L, R and B** buttons all at once to skip the text.





Transform For Free ▲
This trick will let you transform without having to give Mumbo any tokens. Start a new file and get at least five tokens to start with. Now access Treasure Trove Cove and get the sandcastle Jiggy. Now change into a washing machine (see the other set of Banjo codes) and head into Mumbo's hut and you can transform for nothing. It's a bit long winded but it's more sneaky than just entering the infinite Mumbo Tokens code

Rocket Jump
When you've got the rocket launcher, if you aim it at your feet and fire it knocks you upwards. Combine this with the jump button and you can hop up to otherwise unreachable places. You'll lose a fair bit of energy though so using the god mode (invincibility) from the debug menu is a good idea.

Snowboard Kids

Get the hidden kid and all the tracks without any of that hard work.

All Tracks and Characters
Go to the title screen (the one with all the characters on it) and press the following: **Control stick down,**

Forsaken 64

Now the invincibility cheat has surfaced killing Babalas is easy. And you can fire fast Titan bombs with our handy little trick



▶ block for the second and low kick for the third. If you hold up whilst pressing the buttons the icons will toggle backwards.

In this table the player one and player two columns indicate the number of times each player must press each of the buttons. For example, the code 123 indicates that you must press LK once, block twice and HK three times. Don't worry, you'll get the hang of it and the number of special effects in this game makes learning these codes worthwhile.

MOST WANTED

- More Mission: Impossible
- Even More Banjo-Kazooie
- ISS 98
- Cruis'n World
- GT 64
- Iggy's Reckin' Balls

Pl. 1	Pl. 2	Effect
123	123	One Hit Win
321	321	Big Head Mode
012	012	Noob Saibot Mode
020	020	Red Rain (only on rain stage)
050	050	Explosive Combat
002	002	Weapon Mode
100	100	Disable Throws
010	010	Disable Max Damage
110	110	No Throw/ Disable Max Damage
111	111	Free Weapon
222	222	Random Weapon
333	333	Randper Kombat
444	444	Start with Weapons
555	555	Many Weapons
666	666	Silent Kombat

Stage Select

Pl. 1	Pl. 2	Effect
011	011	Goro Lair
022	022	The Well
033	033	Elder God's Stage
044	044	The Tomb Stage
055	055	The Rain Stage
066	066	Snake Stage
101	101	Shaolin Temple
202	202	Living Forest
303	303	Prison
313	313	Ice Pit

NFL Quarterback Club '98

Use the 'enter cheat' option and type in these codes to change your players and mess generally muck around with the game. You can only use one code at a time though.

GLYTHMD – Huge players
MCHLJNSN – Fast players
RNLDSWZNGR – Hard players
SMLMDGT – Tiny players
STYCKHNDS – Sticky hands
GTNHNDS – Fumbling players
WLTRPYTN – Fast running backs
JPNSMWR – Chubby players
BBMNTBL – Skinny players
DWNDRV – Unlimited downs
SPRSLYD – Slippy surface
STNTXTM – Hidden teams

NHL Breakaway '98

An excellent game that has some great little cheats for you to play with. Anybody fancy playing with huge players that are made of fire?

Cheat menu
Go to the main menu screen type **C-left, C-right, C-left, C-right, R, R**

Cheat menu options include big, tall, thin, fat players and the ability to make the ref the size of King Kong. Great stuff!

Extra Teams
Go to the team selection screen and press **C-up, L and C-left**. You should hear the slap-shot sound and there will be three extra teams to choose.

Random Team
Are you so indecisive that you can't even choose a team? If so, press **L + R** on the team selection screen and the team will be chosen for you.

Perfect Player
Select the 'create a player' option and enter the name as 'Jim Jung.' You should get a perfect player and still be able to change the features such as name, weight, size.

Bonus Points on Season Mode
At the main season menu press **C-left, C-left, C-right, C-right, C-left, C-left, C-right, C-right then R**. This should give you 100 points.

Quake 64

No great shoot'em-up is complete without a God mode. And Quake 64 is no exception.

Debug mode
Go to load game and select 'do not use pak.' Now enter the password as **QQQQ QQQQ QQQQ QQQQ**. It should say 'incorrect password', but if you go to the options screen you'll see an option called 'debug mode.'

This one sounds a bit suicidal but it's a really useful trick.

encyclopaedia

control stick up, D-down, D-up, C-down, C-up, L, R, Z, D-left, C-right, control stick up, B, D-right, C-left

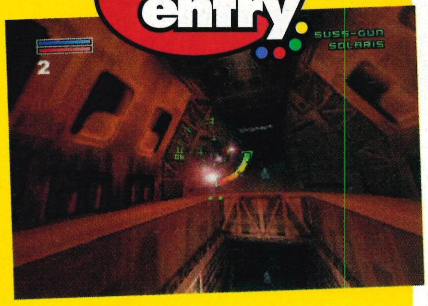
Tetrisphere

Spin your luck around and access all the levels on this game.

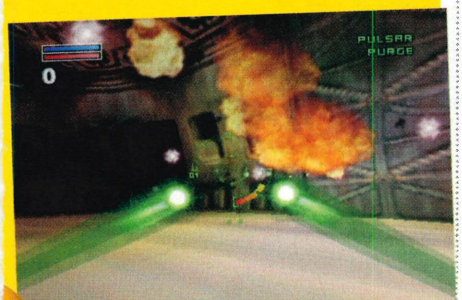
New characters
Go to the 'new name' option and press **L, C-right and C-down** for some new characters.

Lines game
Enter the name **LINES** to play.

New entry



Invincibility
Go to the "press start" screen and tap in **A, Z, Z, D-up, D-left, C-left, C-left, C-down**. You should now be invincible.



Fast Titan
You can get the Titan to fire as fast as a mug by using your Nitro boost then firing the beast of a bomb at your enemies. Keep holding the nitro for half a second after firing and it'll fly towards your enemies at turbo speed.

Old Fashioned Lives Trick
When you find a level with an extra life pick it up and abort the mission. You won't lose a life for aborting and the extra life will re-appear when you start again. Repeat until you have enough lives to take on the world and head to the next save level to keep them all.

Access all levels
Enter your name using the symbols: **Saturn, Spaceship, Rocket, Heart, Skull.**

New music
Enter **G, Alien Head, MEBOY** to get some gameboy style music

View credits
Enter **CREDITS** to view the credits.

Top Gear Rally

Rallying around racetracks is better than ever with our collection of cheats for this cracking racing game.

All cars
Go to the arcade mode on the selection screen and press: **A, D-left, D-left, C-down, A, D-right, Z**

All tracks
Go to the arcade mode on the selection screen and tap: **A, D-left, D-left, D-right, D-down, Z**

Ice cube car
Go to the arcade mode and press **C-down, D-up, B, D-right, A, D-down, A D-right**

Beach ball car
Go to the arcade mode on the selection screen and press **B, B, A, D-left, D-left, C-down, A, D-right**

Helmet car
Go to the arcade mode on the selection screen and press: **D-up, D-up, Z, B, A, D-left, D-left**

Change car colour
Before choosing your car hold down the **L** and **R** buttons and you can use the **C-buttons** to change your car's colour.

Turok: Dinosaur Hunter

Head for the 'enter cheats' screen and type in any of the following codes to get more out of this game.

DLKTFR – Pen and ink mode
SNFFRR – Disco mode
FRTHSTHTTRLSCK – Infinite lives
THBST – Gallery
FDTHMGS – show credits
THSSLKSCL – Spirit mode
CMGTSMMGGTS – All weapons
BLLTSRRFRND – Unlimited ammo
RBNSMTH –Robin's cheat
GRGCHN – Greg's mode
DNCHN – Dana's mode
NSTHMNDNT – Show enemies
LLTHCLRSFTHRNB – Pretty colours
CLLTHTNMTN – Quack mode
NTHGTHDGDCRTDTRK – This is the big cheat

Wayne Gretzky's 3D Hockey

These cheats work on WG3D Hockey in all three of its incarnations: WG3D, WG98 and Olympic Hockey Nagano

Change player's physique
At the options screen press and hold **R** and any of the **C buttons**. This brings up 16 zeroes at the bottom of the screen. Tap the C buttons to change the numbers which will effect the characteristics of the players. Here are some examples
1100000 - Small heads
0100000 - Big heads
1010100 - Tiny players
1101100 - Big players with small heads
0101100 - big players with big heads
0001010 - Big players

Constant fisticuffs
At the options screen hold down **L** and press **C-right, C-left, C-left, C-right, C-down, C-up, C-up, C-down, C-left, C-right, C-right, C-left, C-right, C-left**

Super teams
At the options screen hold down the **L button** and press **C-right, C-left, C-left, C-right, C-left, C-left, C-right, C-left, C-left**

LEAST WANTED

- GoldenEye
- Mario 64
- Doom 64
- Quake 64
- FIFA 64
- Cheats that don't work

Wetrix

Fancy some fun with this water logged puzzler from Ocean?

Special Landscapes
To open up the hidden cheat modes you must complete all of the training levels in Wetrix.

World Cup '98

Go to the team customisation screen (any team will do) and type the name of any player as BuryFC. The names of the England team then become the Creations football team (the development team for World Cup '98).

Yoshi's Story

Eat as much fruit as you can handle and never, ever die with our cheat.

Infinite Yoshi's
When your last Yoshi is being taken away to the castle quickly hit **reset.** When you restart you'll be able to continue with your last Yoshi



Send me your stuff!

Do you have a cheat that I've never heard of. If you send in some cheats and they're completely new then I'll send you £20 (only if I've never heard of them before though.) Make sure you **mark your envelope Cheat Zone** *and write the name of the game next to our address. You could be in the next Cheat's Encyclopaedia and £20 could be on its way to your house – Mark*



Banjo-Kazooie

Experts' Guide Part Two

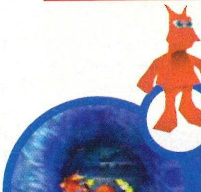
Welcome to Part 2 of our guided tour through the magical worlds of Banjo Kazooie. With our help you'll soon be able to rescue your sister Tooty from the clutches of the gruesome Gruntilda and ultimately finish the game (or will you? Banjo Tooie anyone?). Don't worry though, because we think the game's such a storming classic. Indeed, because we worship the very ground that Banjo (or Kazooie) walks on, we've conscientiously avoided a walkthrough format. Nevertheless, our guide shows you where to find all the Jiggy's, lets you locate each and every Jinjo as well as giving you all the vital information you'll need to help you get through the perils of Gruntilda's Lair unscathed. Enjoy.

Level Five: Freezeezy

To enter this level place eight Jiggy pieces in this picture located through the pipe behind the BubbleGloop Swamp entrance. Then go through the 260 note door and the icy corridor to enter Freezeezy Peak



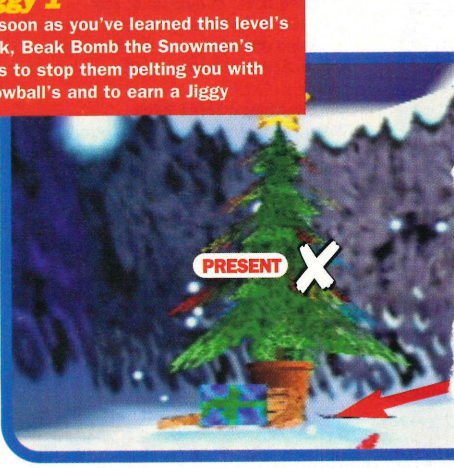
Jiggy 6
Visit Mumbo to change into Walrus form. Now go and befriend Wozza and he'll give you his Jiggy piece



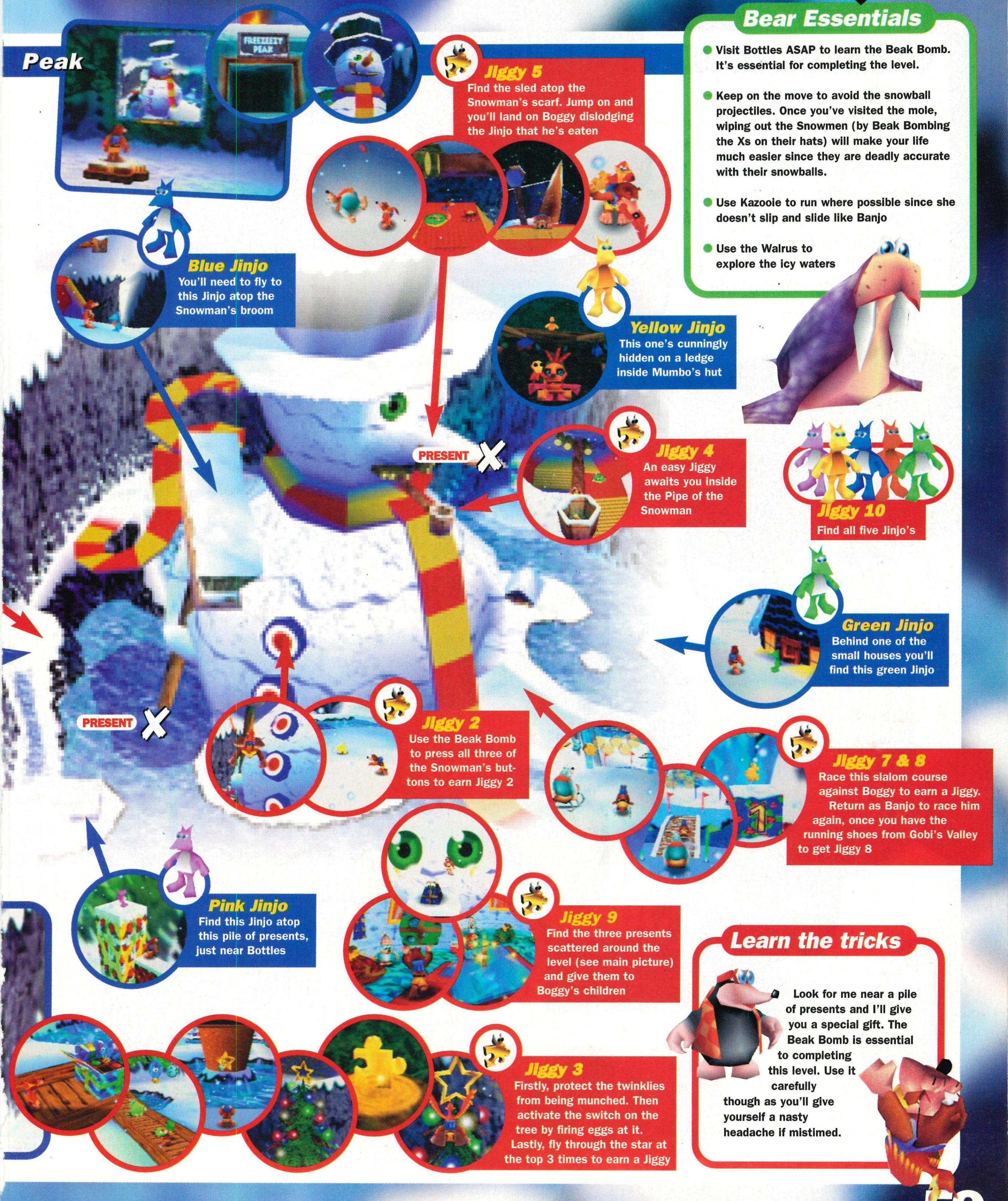
Orange Jinjo
Inside Wozza's cave on a small ledge. You need to change back into Banjo form



Jiggy 1
As soon as you've learned this level's trick, Beak Bomb the Snowmen's hats to stop them pelting you with Snowball's and to earn a Jiggy



Peak



Jiggy 5
Find the sled atop the Snowman's scarf. Jump on and you'll land on Boggy dislodging the Jinjo that he's eaten

Blue Jinjo
You'll need to fly to this Jinjo atop the Snowman's broom

Yellow Jinjo
This one's cunningly hidden on a ledge inside Mumbo's hut

Jiggy 4
An easy Jiggy awaits you inside the Pipe of the Snowman

Jiggy 10
Find all five Jinjo's

Green Jinjo
Behind one of the small houses you'll find this green Jinjo

Jiggy 2
Use the Beak Bomb to press all three of the Snowman's buttons to earn Jiggy 2

Jiggy 7 & 8
Race this slalom course against Boggy to earn a Jiggy. Return as Banjo to race him again, once you have the running shoes from Gobi's Valley to get Jiggy 8

Pink Jinjo
Find this Jinjo atop this pile of presents, just near Bottles

Jiggy 9
Find the three presents scattered around the level (see main picture) and give them to Boggy's children

Jiggy 3
Firstly, protect the twinklies from being munched. Then activate the switch on the tree by firing eggs at it. Lastly, fly through the star at the top 3 times to earn a Jiggy

Bear Essentials

- Visit Bottles ASAP to learn the Beak Bomb. It's essential for completing the level.
- Keep on the move to avoid the snowball projectiles. Once you've visited the mole, wiping out the Snowmen (by Beak Bombing the Xs on their hats) will make your life much easier since they are deadly accurate with their snowballs.
- Use Kazooie to run where possible since she doesn't slip and slide like Banjo
- Use the Walrus to explore the icy waters

Learn the tricks

Look for me near a pile of presents and I'll give you a special gift. The Beak Bomb is essential to completing this level. Use it carefully though as you'll give yourself a nasty headache if mistimed.

Level Six: Gobi's Valley



To open this level, enter through the witch's mouth door (you'll need 350 notes) and follow a thin ledge to the Gobi's Valley picture. Place the requisite nine Jiggy's inside, then you're free to enter the level entrance, through the room containing the large gold vase.



Jiggy 3
Visit the tree at the start of the level. Stomp on the camel that you released earlier to water the tree.



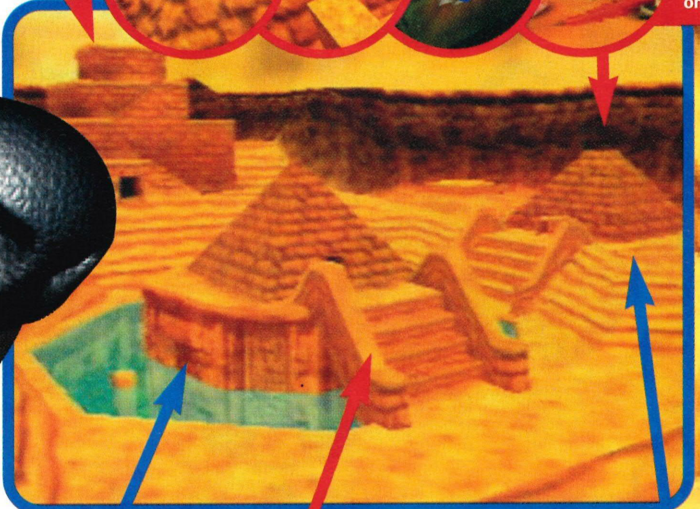
Yellow Jinjo
You'll find this Jinjo on a rock in some lava right at the start.

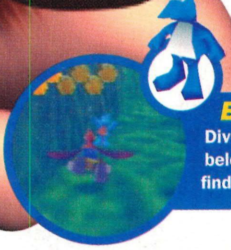


Jiggy 4
Grab the running shoes, then run up this pyramid pressing the switch on your way. You should reach the top just in time, so enter and swim down to grab the Jiggy on the face below.



Jiggy 5
Stomp the switch then enter the pyramid and play pairs by stomping on the tiled floor.





Blue Jinjo
Dive into the moat below these stairs to find the Blue Jinjo.



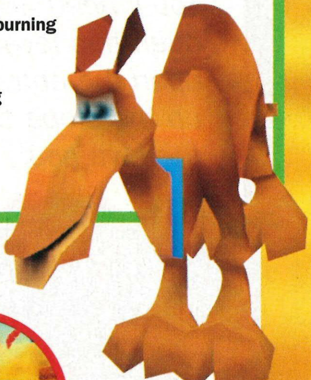
Green Jinjo
This Jinjo is hidden in a small alcove at the back of this pyramid.



Jiggy 6
Fire eggs at the dog faces on the pyramid wall. Then enter and navigate the maze. At the end you'll find a coffin with a Jiggy hidden inside.

Bear Essentials

- Visit Bottles to get the Running Shoes. You'll need them to find all the Jiggy's on this level as well as to beat Boggy in Race 2 on Freezeezy Peak.
- Use the Wading Boots to avoid burning Banjo's feet on the hot sand.
- Be patient when riding the flying carpets since missing one usually results in loss of health due to the hot sand or even death (gulp!)





Jiggy 1

Jump up Jinxy's back and onto the Cactus. Clear Jinxy's nose by firing eggs up his nostrils (eh?). Enter through the newly opened door, then take a carpet ride up (firing eggs into the dogs on the wall) to find this first Jiggy.



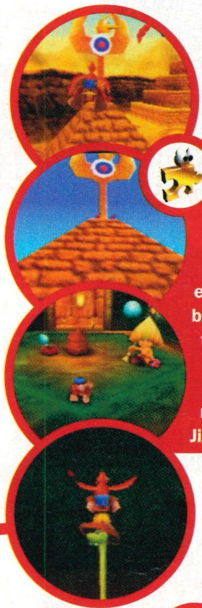
Orange Jinjo

This Jinjo is inside Sphinxy above the door.



Jiggy 9

Fly through this Ankh and the others that will appear to collect Jiggy 9.



Jiggy 8

Beak Bomb this target to open the pyramid. Fire eggs into the basket to feed the snake charmer's snake then climb his neck to grab the Jiggy at the top.



Jiggy 2

Stomp the rock to release this camel from its tether then grab this Jiggy.



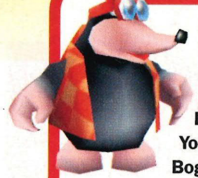
Pink Jinjo

Once you've navigated the maze, jump inside this vase to find the Pink Jinjo.



Jiggy 7

This hand teases you with its Jiggy. Use the running shoes to nip in and grab it before it can close its rocky fist.



Learn the tricks

Visit me and i'll give you a burst of speed with a pair of running shoes that'll make you run like Ben Johnson on Steroids. You'll need these to beat Boggy in Race 2 on Freezeezy Peak.



Jiggy 10

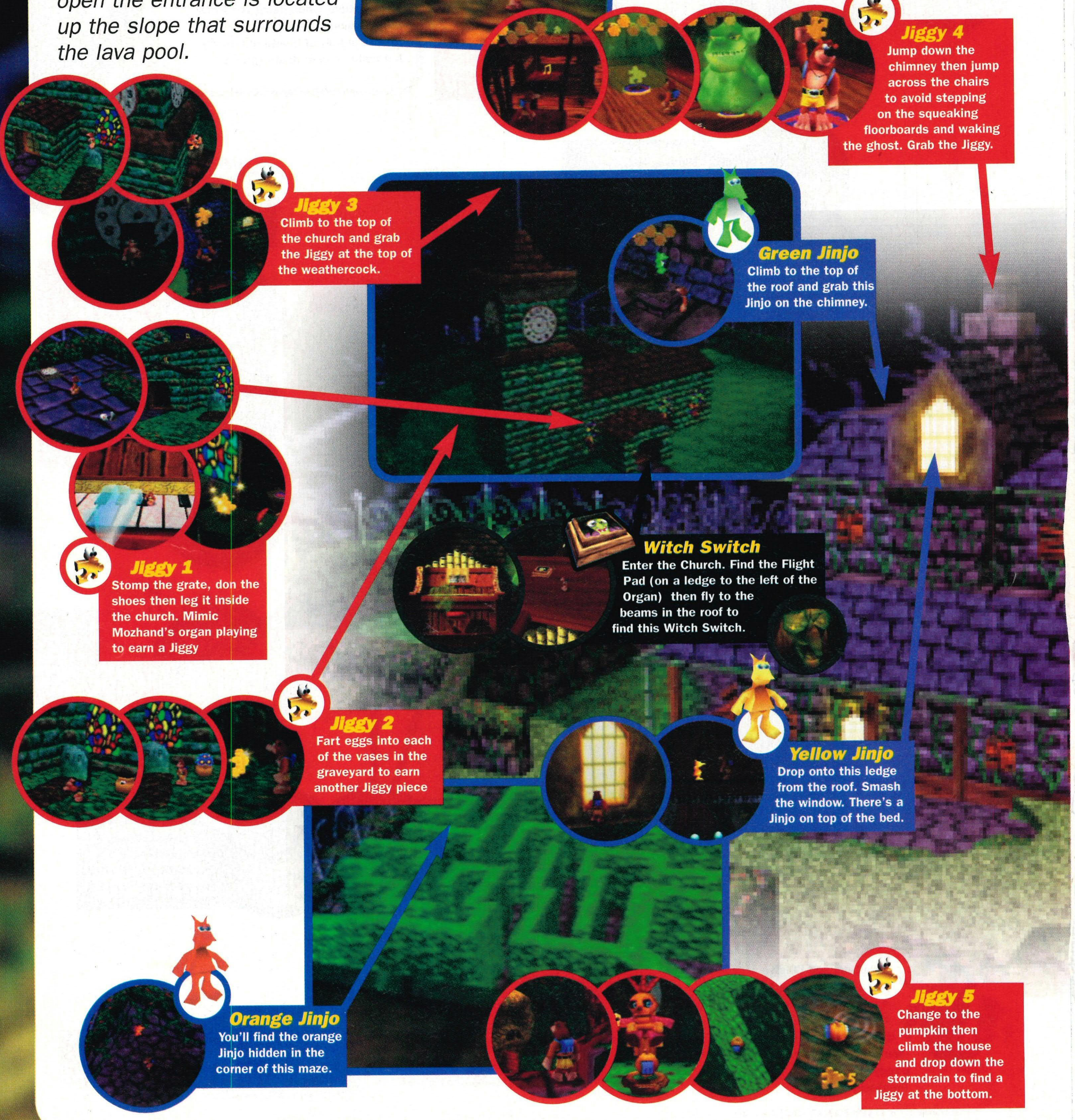
Find all 10 Jinjo's.



Level Seven: Mad Monster Mansion

You'll need 450 notes to open this level. Once it's open the entrance is located up the slope that surrounds the lava pool.





Jiggy 4
Jump down the chimney then jump across the chairs to avoid stepping on the squeaking floorboards and waking the ghost. Grab the Jiggy.

Jiggy 3
Climb to the top of the church and grab the Jiggy at the top of the weathercock.

Green Jinjo
Climb to the top of the roof and grab this Jinjo on the chimney.

Jiggy 1
Stomp the grate, don the shoes then leg it inside the church. Mimic Mozhand's organ playing to earn a Jiggy

Witch Switch
Enter the Church. Find the Flight Pad (on a ledge to the left of the Organ) then fly to the beams in the roof to find this Witch Switch.

Jiggy 2
Fart eggs into each of the vases in the graveyard to earn another Jiggy piece

Yellow Jinjo
Drop onto this ledge from the roof. Smash the window. There's a Jinjo on top of the bed.

Orange Jinjo
You'll find the orange Jinjo hidden in the corner of this maze.

Jiggy 5
Change to the pumpkin then climb the house and drop down the stormdrain to find a Jiggy at the bottom.



Bear Essentials

- Make sure you break all the windows in the mansion as Banjo before attempting to grab the pumpkin Jiggys.
- Beak Barge the gates to the church as Banjo before attempting to enter the church.

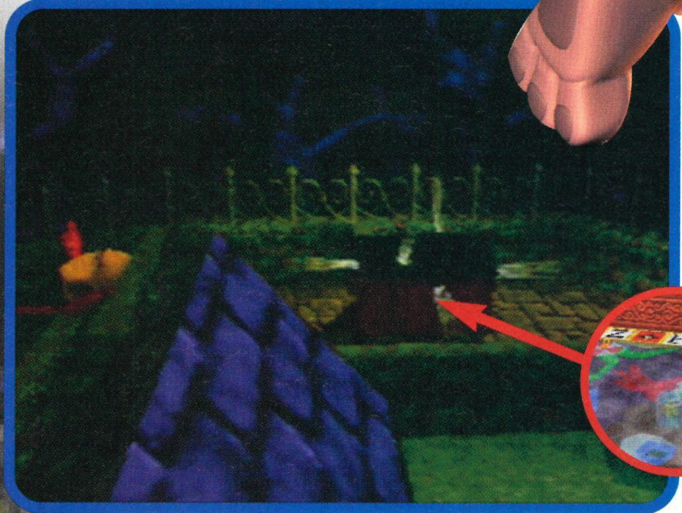


Jiggy 7

Smash this window as Banjo then enter as pumpkin (use the sloping wall of the maze to reach the top of the house). Jump into the loo to find a Jiggy piece.

Use your tricks

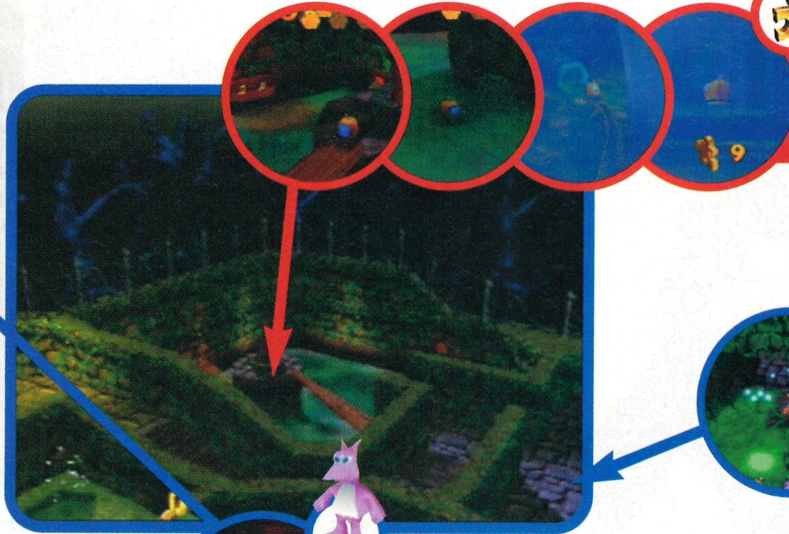
No new tricks to learn on this level (or throughout the game for that matter). However you'll need to use the Running Shoes skill found on Gobi's Valley to enter the Church as well as the Flying Skil to reach the Witch Switch inside.





Jiggy 8

Play the Ouija board inside this hut. Spell out BANJO KAZOOIE to earn a Jiggy.



Jiggy 9

As pumpkin enter the well through a small hole in the bottom, then jump inside the bucket to find a Jiggy piece.



Blue Jinjo

Find this Jinjo atop a pedestal to the right of the Mansion.



Jiggy 6

Break open the cellar hatch then Beak Barge the wine barrels to find a Jiggy piece.



Pink Jinjo

Inside a wine barrel in the cellar



Jiggy 10

Find all 10 Jinjos.

Level Eight: Rusty Bucket Bay



To open this level, change into the pumpkin in Mad Monster Mansion and head out of the level and right to a smaller building with a small hole in the door. Go through and you'll see Mumbo again. Change back to Banjo, open the coffin, and stomp the switch to raise the water level. Now head back to the watery section near the closed entrance to Rusty Bucket Bay. Climb the ramp and jump across the boxes to find and stomp the second switch. Now swim through the cave to find the picture that opens the level. You're now free to swim back and enter Rusty Bucket Bay



Jiggy 5
Find the dolphin that's been trapped by an anchor then follow the chain up to find a small room with a switch. Stomp the switch to raise the anchor and free the dolphin.





Yellow Jinjo
Swim to this Jinjo on a buoy in the corner but beware of the shark.





Jiggy 3
This plaque on the wall gives the combination to the whistle puzzle. Stamp out the combination to earn a Jiggy.



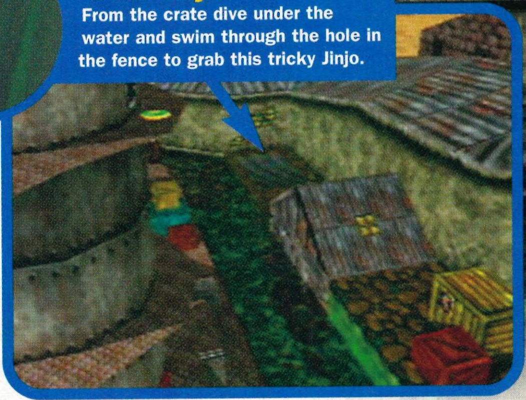
Jiggy 6
Swim inside the open door of this warehouse then climb the boxes to find a Jiggy.

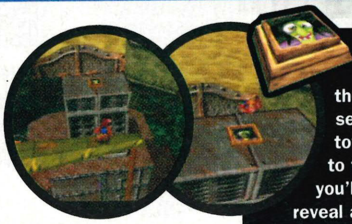






Pink Jinjo
From the crate dive under the water and swim through the hole in the fence to grab this tricky Jinjo.



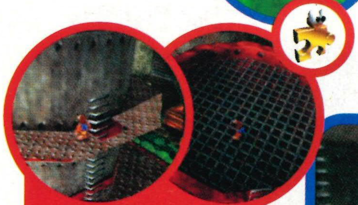


Witch Switch
Climb up the TNT box and rope onto the end of crane 2. Turn right and you'll see this Witch Switch below. Jump towards it then press again and hold to flip-flap across. Time it right and you'll reach the switch. Stomp it to reveal a Jiggy in Grunty's Lair.





Green Jinjo
This Jinjo's balanced on an oil barrel in this pool of slime.



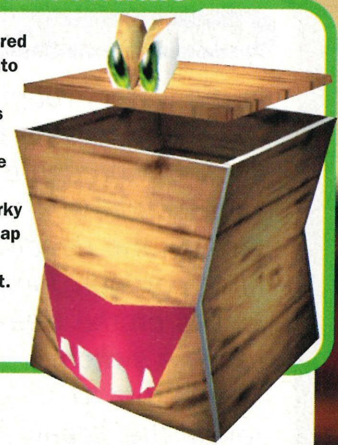
Jiggy 4
Climb the staircase that leads up the funnels to find a Jiggy at the top.





Blue Jinjo
Jump through the hole in the top of this crate and search behind some boxes to find this well hidden Jinjo.

Bear Essentials



- Shoot the required number of eggs into the toll holes to open up walkways that will make it easier to complete each level.
- Beware the murky water which will sap your energy for as long as you're in it.



Jiggy 1
Climb this crane to press the button that lifts the cage and releases a Jiggy. Run back and jump from the top of the crane to grab the Jiggy before the cage drops.



Jiggy 9
Inside the engine room, stomp the first to slow the propellors and the second to halt them completely. You'll then have to scarper back on deck, run to the stern of the boat and dive below the water to grab the Jiggy before the propellors restart.



Jiggy 7
Some of the portholes can be smashed. Inside this one to the rear of the ship is the Captain's cabin. Break open the cupboard to grab this Jiggy.



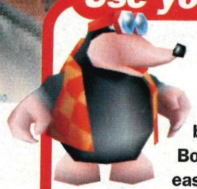
Jiggy 2
Operate the crane to drop this crate. Then tackle the Boxboss. By far the easiest way is to make sure you have Goldfeathers and use your Wonderwing.





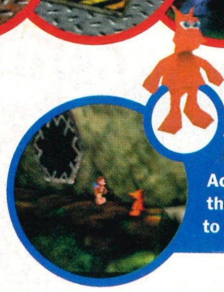
Jiggy 8
Jump through the funnel at the rear of the ship and stomp the switch to slow the fans. This should allow you to grab the Jiggy inside.

Use your tricks



Using your Wonderwing will make beating the Box Boss infinitely easier

Use the Rat a Tat Rap to smash certain portholes on the ship allowing you access to the rooms within.



Orange Jinjo
Activate Toll Booth 8 then follow the walkway to grab this Jinjo.



Jiggy 10
Find all 10 Jinjos.

Level Nine: Click Clock Wood



In the watery room behind the 450 door is a 640 note door. Go through it, activate your Wonderwing and run through the deadly vine filled corridor. Jump up the leaves on the tree to reach a switch. Stomp this to reveal the Jigsaw switch that opens the level. Below the pipe, that leads to Clankers Cavern is a pool of water. Dive in and head through the underwater tunnel and up into a room to find the Click Clock Wood picture. Insert the necessary pieces to open it



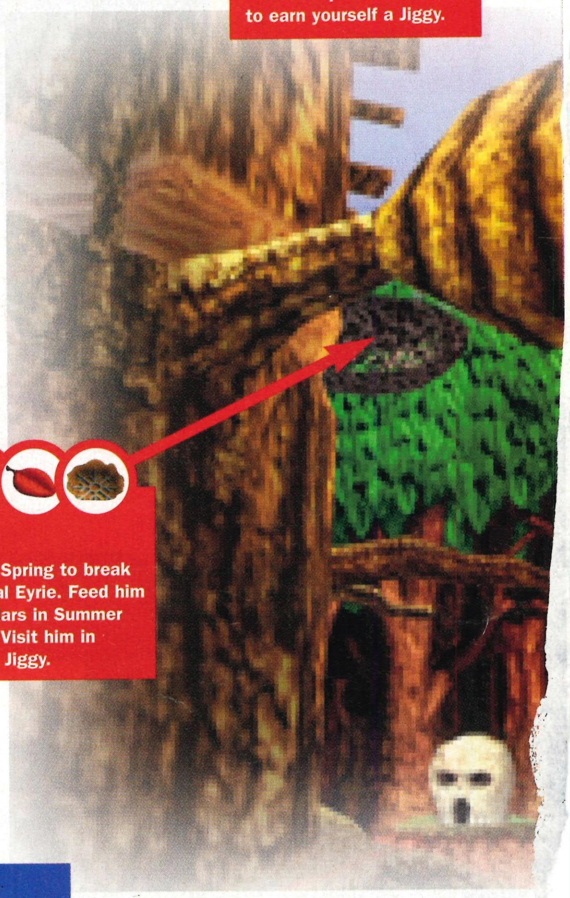
Jiggy 7
Stomp the rock that's blocking the Beaver's home then return in Autumn and swim up into his house to earn yourself a Jiggy.



Jiggy 9
There's a small ledge near the top of the tree inside this shrivelled up man plant. Fly to the top to claim it.



Orange Jinjo
Atop this pile of leaves to the left of the Flower



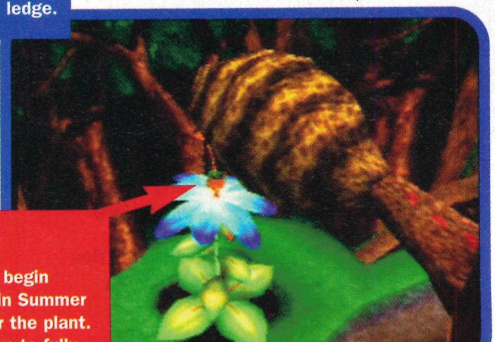


Jiggy 2
Stomp the X in Spring to break the egg to reveal Eyrie. Feed him with five caterpillars in Summer and 10 in Autumn. Visit him in Winter to receive his Jiggy.





Green Jinjo
Near the top of the tree inside the man-trap atop this ledge.





Jiggy 3
Fart eggs into this hole to begin growing the plant. Return in Summer and stomp on Gobi to water the plant. Repeat the process in Autumn to fully mature the plant. Drop down from the Hive above the plant to claim its Jiggy.

Bear Essentials

- Watch out for the numerous birds that'll jump out and peck you from holes in the tree. Despatch them with your Rat a Tat Rap
- Use the Bee where possible to reach those hard to reach Jiggys near the top of the tree. It'll save you a from a fall.
- If you're struggling to find 10 caterpillars in Summer room, you can get the five easier ones from the Spring room meaning you need only find five in Summer





Witch Switch

In Winter, stomp the switch near the Snowman to reveal a Jiggy outside. Change to a bee before leaving the level to get this Jiggy.



Jiggy 8

Enter the Hive and kill all the bees inside. The easiest way is to use the Wonderwing and let them fly into you.



Pink Jinjo

Turn into the bee and fly into the hive.



Jiggy 4

Leap up the leaves on the tree to find a Jiggy on this small ledge directly opposite the entrance.

Blue Jinjo

On top of Mumbo's Hut.



Yellow Jinjo

This Jinjo is hidden in the long reeds to the left of the entrance.

Use your tricks

- No new tricks to learn, though you'll need your full range of skills to navigate the tricky mindbending puzzles of Click Clock Wood
- To find the Jiggys in Click Clock Wood you'll need to travel through the seasons. Each of the Jiggys has a seasonal icon above it that indicates which seasons must be visited before you can claim that Jiggy. They are:

Spring Summer Autumn Winter



Jiggy 1

At the very top of the tree is a small wooden door. Bust it open and grab the Jiggy from among the tentacles.

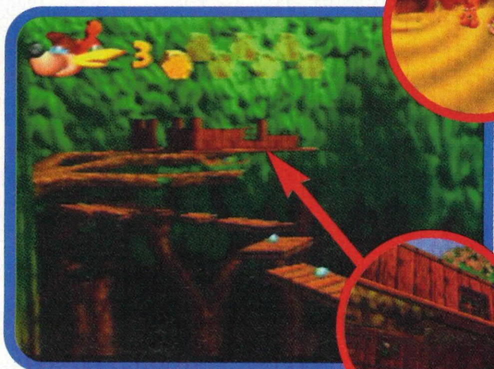


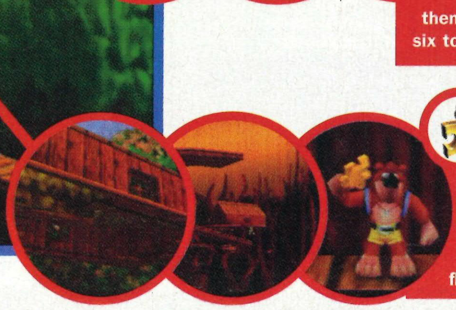
Jiggy 5

Find all six of the squirrel's acorns. Most are near his house. To find a hidden one – as you leave the Squirrel's house follow the walkway up to your left. Smash the window then claim the acorn inside. Find all six to claim a Jiggy.

Jiggy 10

Find all 10 Jinjos.





Jiggy 6

You can get this Jiggy earlier, but it's far easier to wait until Autumn when the treehouse floor is fully constructed.

Next Month

Don't miss next issue when we'll bring you the final level and more in the concluding part of our definitive Banjo guide.

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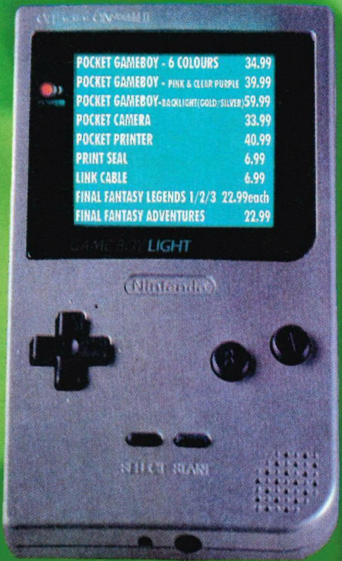
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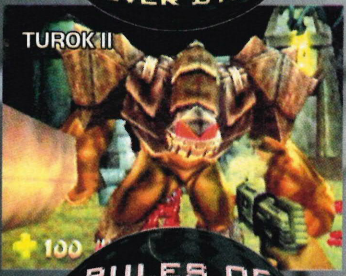
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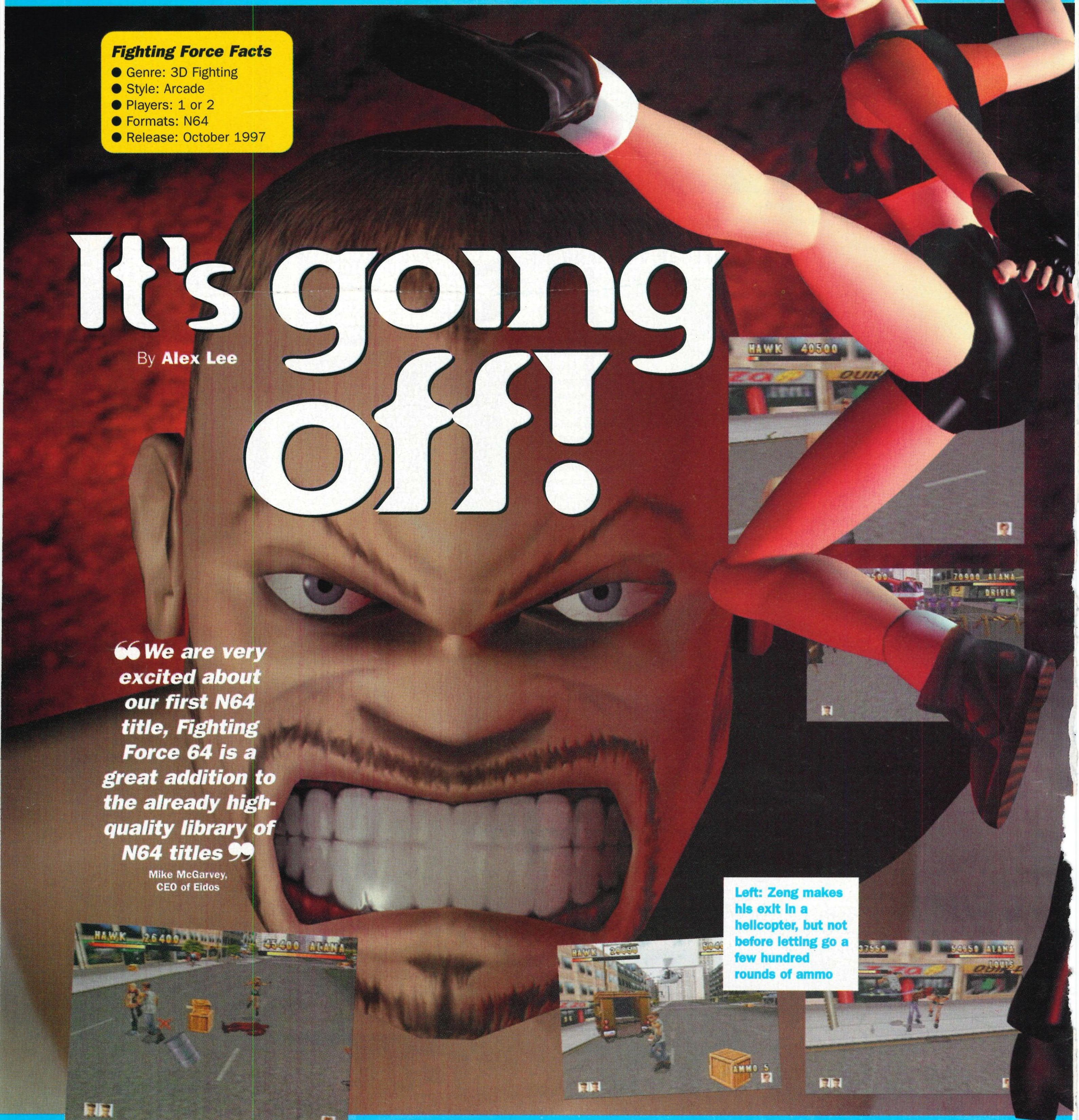
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Preview: Fighting Force

Eidos are proud to present the first real 'mindless violence' N64 game



Fighting Force Facts
- Genre: 3D Fighting
- Style: Arcade
- Players: 1 or 2
- Formats: N64
- Release: October 1997

It's going off!

By **Alex Lee**

"We are very excited about our first N64 title, Fighting Force 64 is a great addition to the already high-quality library of N64 titles"

Mike McGarvey, CEO of Eidos

Left: Zeng makes his exit in a helicopter, but not before letting go a few hundred rounds of ammo

orce



Company profile: Eidos Interactive Eidos develops and publishes interactive entertainment products for the PC, PlayStation, N64 and the Internet. Eidos Interactive is part of London-based Eidos plc (Nasdaq: EIDSY) with additional offices in San Francisco, Paris and Hamburg, Germany. Eidos plc also includes Eidos Technologies, a software-based video compression company, Glassworks, a state-of-the-art post-production facility specialising in digital special effects for the television, feature film and advertising industries. More information on Eidos Interactive's products can be found on the Internet at http://www.eidosinteractive.com.

Fighting Force Features

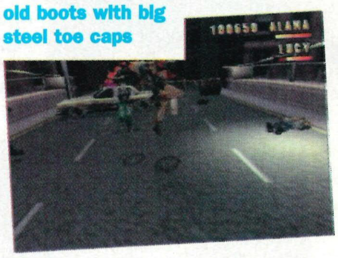
- Two player gameplay
- Four main characters each with specific attributes
- Seven action-packed levels which break down into 25 awesome stages
- Freedom of movement in 3D worlds allows players to explore and choose their own path
- Numerous weapons to pick up, such as knives, guns, rocket launchers and broken bottles
- Additional weapons collected from interaction with game objects
- 40-50 moves per main character, not including character-specific special moves
- Variety of interior and exterior 3D worlds
- Multiple enemies with advanced learning curve to counter repeated attack patterns
- Four enemies plus two main characters on screen at the same time

"Zeng sets his mind to a goal and achieves it – no matter what"





Left: Alana McKendrick may look soft as shite, but she's tough as old boots with big steel toe caps





YOU WANNA scrap? Take it outside because this battle is too big for some skinny ass arena. Fighting Force features four killer characters, dozens of brutal weapons and tons of crushing special moves. The vicious 3D action goes so fast there's only time to remember half the golden rule. So by any and all means, do unto others because in your hands, almost anything can become a weapon. Just remember to wash them afterwards.

Follow the exploits of four killer characters: Mace Daniels, Hawk Manson, Ben (Smasher) Jackson and Alana McKendrick in a game where just about anything can become a deadly weapon. It's down to our heroes to fight a bloody path through post-millennium mayhem, courtesy of the infamous Dr Zeng.

A variety of weapons may be collected, one way or another here, the inner city streets are littered with weapons of all sorts. Some of your own making, others ready-made and banned in most states.

"Fighting Force 64 features 3D brawling in a do anything, go anywhere 3D environment"

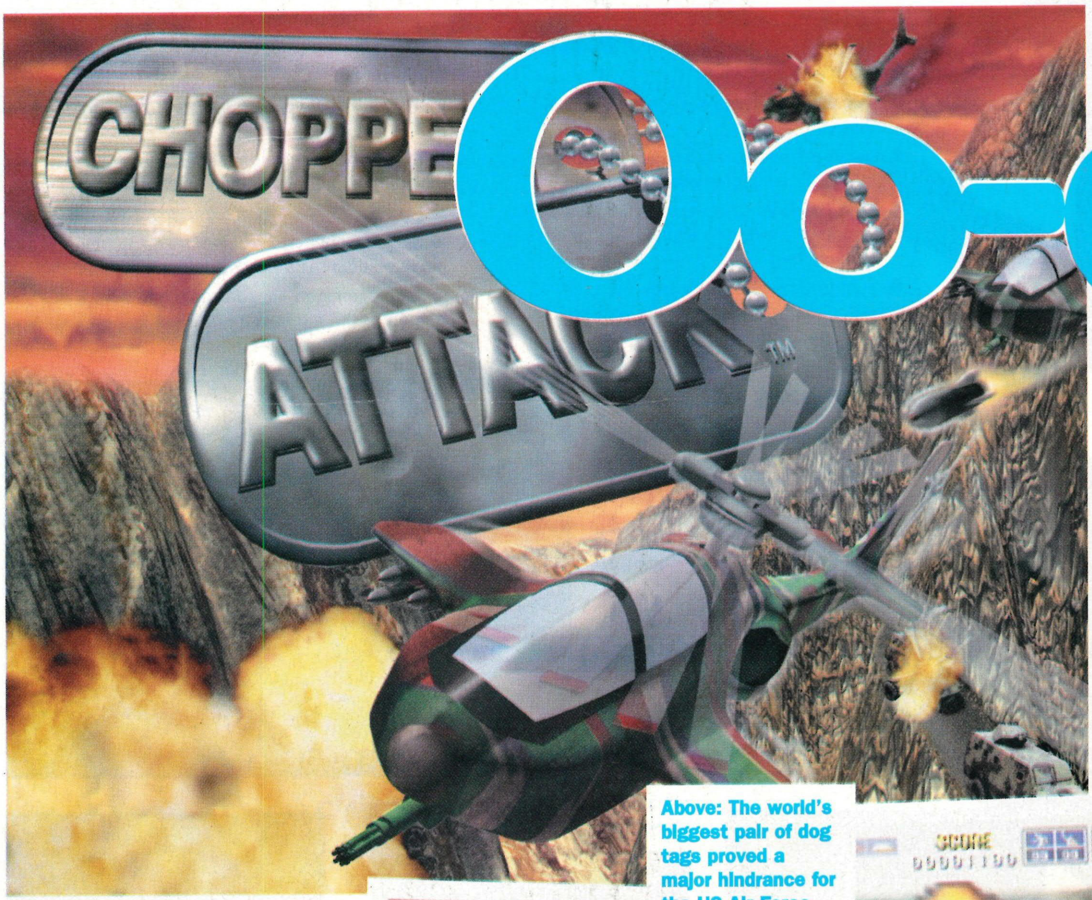
But remember, it's gonna take more than a semi-automatic to survive these 3D mean streets, subways and scum-filled city parks, all of which provide hours of endless explosions, non-stop shootouts and virtual violence of the highest quality. In this game, 'fighting the crowds' has a slightly different meaning. Film buffs think John Woo, footy fans think of a night at Millwall – the rest of you imagine the last time you got a kicking. Fighting Force lets you get stuck in without any chance of serious injury, which can't be bad



Preview: Chopper Oo-er

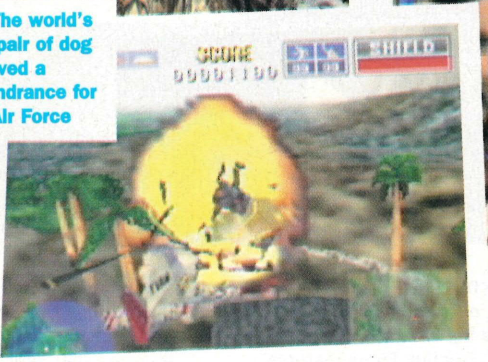
Does anyone really still use the word 'chopper' as a euphemism for a penis?

By **Alex Lee**









Above: The world's biggest pair of dog tags proved a major hindrance for the US Air Force

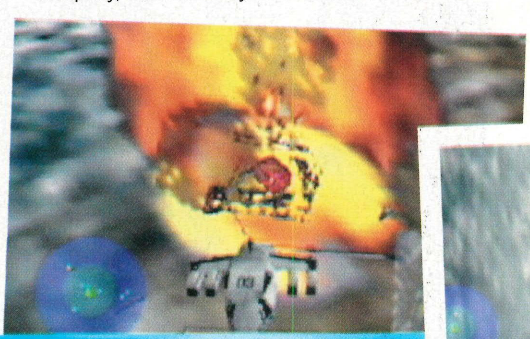
GT INTERACTIVE are set to bring us one of the two up and coming helicopter games for the N64, the other being Software Creations' bizarrely named Blade & Barrel game.

Despite the phallic violence suggested in the title (which, thankfully, is nothing more than pure coincidence), Chopper Attack appears to be shaping up nicely – as you can see by the accompanying screenshots we took from playing the game recently – and could turn out to be a surprise N64 hit for the software company, unfortunately rooted to the bottom of N64 Pro's Software House League table (see News section).

Big levels, limited bullets

Half-way through its development cycle, the Seta-developed game had five stages which were then split into three sub-missions, but this set-up has since been abandoned in favour of seven larger levels. Each level only allows you a limited amount of firepower and it's important to take out as many enemies as you can because any you leave behind follow you to the next section. To add further pressure to the scenario, each level is set against the clock, so you can't afford to hang around.

Visually the game hasn't changed too much from its previous arcade incarnations, although





Left: Not only are there loads of helicopters in Chopper Attack, there's a set of aeroplanes too!

> ***"Check me out – I've got this gigantic military attack helicopter in my underpants"***

Attack Missus!

Source(s):	Matt Broughton, GT Interactive
Materials supplied:	Flash cart, artwork and press CD
Extra information:	Midway web site (www.midway.com)
Development location:	US
Playable version:	Yes
Percentage complete:	99%
Estimated release date:	End of September



Left: A veritable cast of thousands. Okay, well maybe not thousands, but at least seven or so...

"Ever noticed how people always duck far too low when they're getting out of helicopters?"







All around: Not much to choose looks-wise between UK and Jap versions, but the control



the helicopters do now seem more varied in design and the huge explosions have been refined for the UK PAL version, as you can see in the accompanying screenshots.

Retro Bike Similarity

Finally, there will be a choice of at least eight different choppers (not the old bikes), each with varying statistics and weapons capabilities. GT Interactive is confident that although the helicopter's control may seem initially tricky for new players, they will quickly settle in, allowing the N64's superb analogue control stick to shine once again.

The game was set for a March release in Japan, but the tweaking pushed the date back to July 8 – N64 Pro can exclusively reveal that it's actually not bad as the tough-ish control method has been improved and one or two rubbish-looking in-game textures have been tarted up a little.

Before any of you write in, this game was published in Japan and the US under the name of Wild Choppers. In the words of GT Interactive's Matt Broughton, "Wild Choppers was universally attacked in Japan and the US for having a less than friendly control system, and having improved this so drastically – and because, in general, people had never really known about Wild Choppers unless they were into the import scene – it seemed better to make clear that this was a new, improved product."

Fobbed Off?

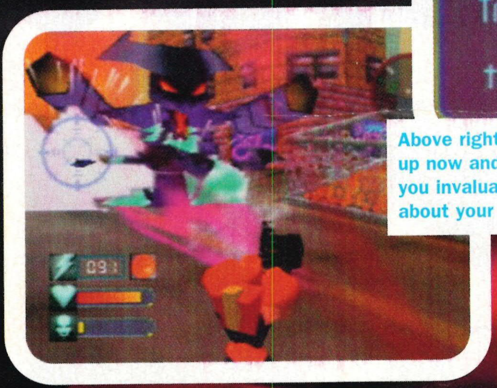
Let's hope so – UK N64 owners have already been fobbed off with too many dodgy conversions of US/Jap origin carts and would welcome a game that sports genuine improvements over its predecessors. Check the review next month ●

Preview: Body Ha

Aliens invade earth at various points in history and it's up to you to save mankind

COVER STORY





Above right: Daisy crops up now and then to give you invaluable advice about your mission

> **"Body Harvest is designed and written with the N64's new hardware, graphics handling and analogue control system in mind"**

By **Alex Lee**

Insect I



GREMLIN'S N64 debut, Body Harvest, is the latest game from the Dundee-based development team DMA, who have come up trumps with yet another game which spans genres and offers players a genuinely new gaming experience.

The story begins in the mid-nineteenth century, when a new comet is discovered in the skies above Earth. Regarded since ancient times as harbingers of destruction, comet was named Shesha – the snake, after its long, unnaturally brilliant tail. In time the comet passed behind the sun and the people of Earth forgot about it in the celebration of a new century, the twentieth, an age of science, reason and hope. The rumours started a few years later. Stories of monstrous beings. Insects who would appear from nowhere, consuming men, women and children, destroying everything in their path.

> **"I've got a brand new Body Harvester and I'll give you the key"**

Of course no-one really believed any of this. Even in 1908 when a ferocious explosion inexplicably devastated hundreds of square miles of forest in Tunguska, Northern Russia, a rational explanation was found. It wasn't until 1916 that eyewitnesses and radio reports confirmed an attack on the islands of Greece. Rescuers rushing to the scene ▶

rvest

Source(s):	Martin Bramall, Gremlin
Materials supplied:	Flash cart, artwork and press CD
Extra information:	Brian Baglow, DMA
Development location:	Dundee, UK
Playable version:	Yes
Percentage complete:	90%
Estimated release date:	November



Adam Drake

A genetically enhanced soldier, the fate of the Earth, of mankind itself is in his hands. Adam is capable of driving the nearest available form of transport, using loads of different types of guns and conversing with the locals

nvaders

Below: A screenshot taken from the final level where you hammer around in a 'space hovercraft'

Body Harvest

found an impassable barrier, a shimmering blue wall that could not be broken or breached. For a full 24 hours the walls remained in place. The rescuers watched helpless as those inside the barriers beat at the wall with their fists, begging and screaming for help as they were hunted down and devoured by the predators. At dawn the next day, the walls were gone. The rescuers found the land silent, devoid of human life. Not a single survivor was found.

The following day the barriers appeared around the coast of Southern Spain. In 24 hours they were gone. The day after that Eastern Canada was the target, then the South island of Japan. The pattern of the attacks was unpredictable, but the method was always the same. The barriers would appear in the night, remain for 24 hours, then vanish, leaving nothing but the charred wreckage of houses and the ghastly silence of those who had disappeared.

"Body Harvest is not a 3D conversion of an older 2D game, a port from another platform or arcade"

The creatures too, had vanished, leaving humanity in peace for a time to contemplate events that threatened Earth. Where had they come from? Where would they appear next? And the question that every single person in the world was asking, 'How can they be stopped?'

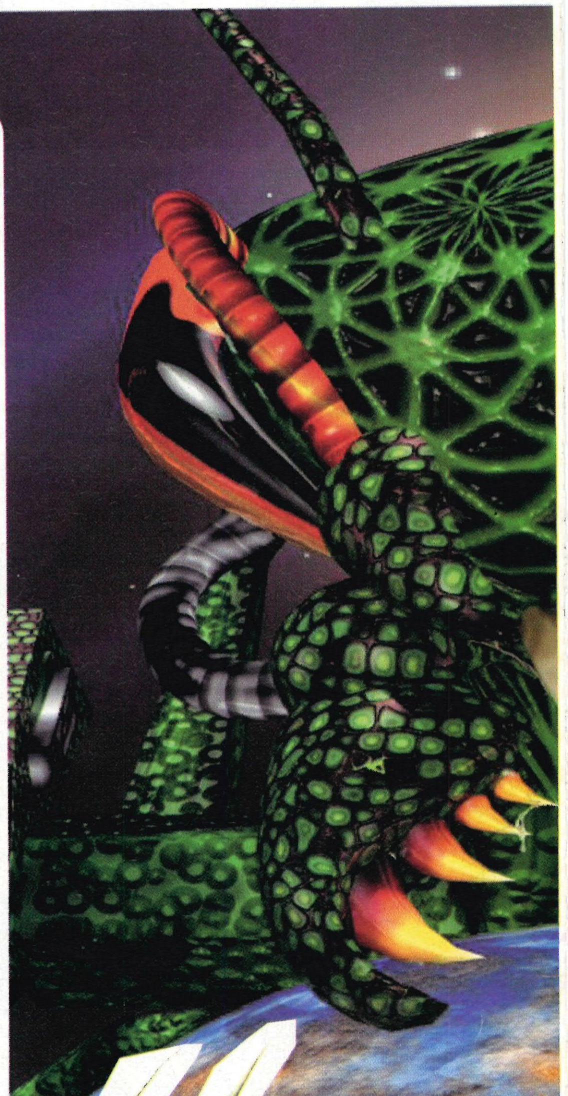
Scientists in India discovered the answer to the first question. The comet Shesha, the great snake, had not vanished back into space, but had somehow manoeuvred itself into a tiny orbit around the sun. It was now heading away from Earth, back towards the sun. But it would be back. 25 years said the scientists, before it's once more at its closest approach to Earth. 25 years for the human race to plan its defences.

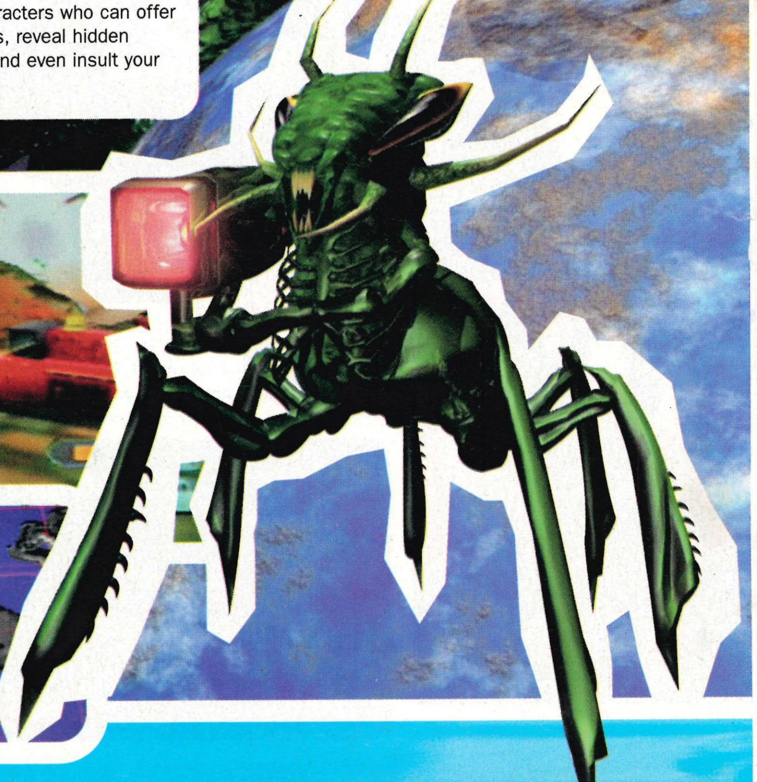
It is now 2016. The Earth is dead. Mankind annihilated, harvested to extinction by a race of monstrous aliens for more than a century. The last remnants of the human race, a small band of scientists on board Space Station Omega, are working on a last, desperate plan. Alpha Command, a prototype time machine is nearing completion. Capable of holding a two man crew, it can be used to travel back to the past and maybe stop the alien predators from destroying the human race, changing the course of history. Adam Drake is the man chosen to take the trip. A genetically enhanced soldier, the fate of mankind is in his hands. But, before preparations can be completed, every alarm aboard Station Omega lights up. The aliens are back – and hungry!

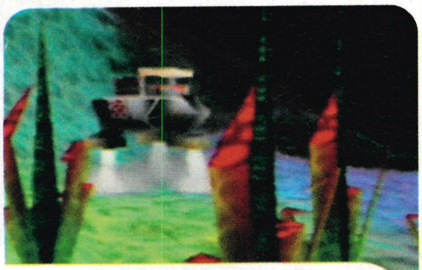
The game is a 3D action/adventure set in vast levels covering several continents and over one hundred years of history. Starting in Greece 1916, the player must stop a swarm aliens harvesting and devouring the local inhabitants of Greece's islands and villages.

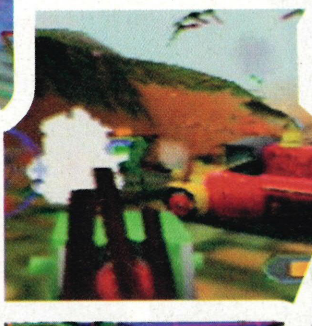
The player can use any means at their disposal to navigate around the landscape. Each era contains cars, motorbikes, lorries, vans, taxis, emergency services and military vehicles that can be commandeered and used. Every level contains different types of boats, ships, planes and helicopters that can be controlled and used by the player. There's even an opportunity to control a nuclear weapon!

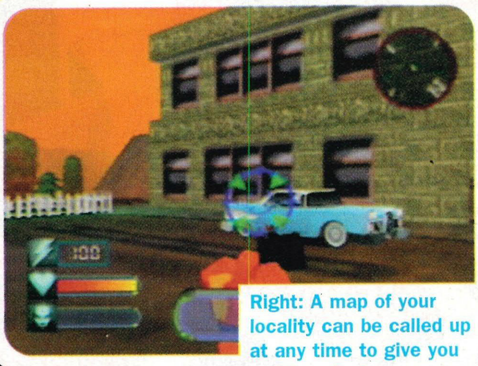
Obviously Adam's not being sent in unarmed. There are nearly 20 different types of weapon, from the shotgun and machine gun to grenades, dynamite, a sniper's rifle and hidden weapons developed from alien technology, capable of blowing down a house. Body Harvest also features over 50 characters who can offer you advice, give clues, reveal hidden areas and bonuses and even insult your dress sense!











Right: A map of your locality can be called up at any time to give you an idea of where you are



Daisy

This chick reminds us all of one of the women in Blade Runner (Pris, was it? Maybe not...). Her role in the whole shebang is basically to give Adam mission briefings, advice about where to go, who to talk to and what nearby equipment he can put to good use

“The vile creature you can see in the background is just one of the many terrible alien life-forms you, as Adam, have to engage in battle”

Car Trouble

The main things you'll find yourself doing as Adam Drake are as follows – exploring buildings, shooting aliens, talking to and saving humans and driving around in whatever vehicle happens to be nearby. Not only are there over 70 vehicles littered around the play area, from luxury saloon cars to futuristic space hovercrafts, each mode of transport handles in a completely different manner.

After playing Body Harvest for a few minutes, you'll soon realise that shooting aliens is a great deal safer from the comfort of a moving car than out in the open! Apart from that, all the modes of transport are useful for just diving into so you can explore a wider area of terrain in a much shorter length of time than it would take on foot.

Swap Shop

SWAPS

Welcome to Swap Shop. Your one shop stop for finding replacements for your out-of-date carts. Take a look at the ads below and if anything takes your fancy then get in touch. Have you got a game you're bored with? Then get filling in the form at the end and send it in. And we're not just limiting it to swaps either, items for sale or pen pals wanted are more than welcome. So what are you waiting for? **MARK**

- I'll swap Extreme G for Diddy Kong Racing, World Cup '98, Top Gear Rally or Super Mario 64. Sell for 30. Shane O'Neill, Co. Tyrone. N. Ireland. (016625) 68887

- **I'll swap Diddy Kong Racing for ISS 64. James Clark, Solihull. (01564) 777866.**

- I will swap my MRC for your San Francisco Rush, All Star Baseball '99 or Wetrix. Any other offers considered. Nothing stupid please. Gareth Midwood, Leeds. (01924) 477328.

- **I'll swap Lylat Wars for Mission Impossible, Banjo Kazooie, Nagano Winter Olympics or WCW vs. NWO. Chris Gouge, Carlisle, (01228) 591890.**

- I will swap Nagano Winter Olympics or Mario 64 for Wave Race, Turok, Pilotwings or any Ice Hockey Game. Tom Blackett, Solihull. (01564) 771893.

TopSwap

WANTED!	NOT WANTED!
The top five most asked for N64 games	*The top five most offered N64 games*
1 - Banjo-Kazooie Everybody knows this is the best	**1 - Super Mario 64** Banjo's the new king of platformers
2 - Top Gear Rally Top racing action is always popular	**2 - Extreme G** F-Zero X is on its way
3 - Mission Impossible Lots of people are hunting this spy game	**3 - Diddy Kong Racing** Why? It's a fantastic game
4 - World Cup '98 Don't confuse this with ISS World Cup '98	**4 - ISS 64** Lots of people looking for ISS '98
5 - Snowboard Kids Still a surprisingly popular game	**5 - Lylat Wars** Perhaps just a bit too easy to complete

- **I am willing to swap Extreme-G for Mission Impossible, or I'll swap Extreme-G and Lamborghini for Banjo-Kazooie. William Berry, London. (0181) 876 55 96.**

- I'll swap Extreme-G for Wave Race, 1080 Snowboarding GT 64 or NHL Breakaway. Go on, please! David Graham, Manchester (0161) 4933341.

- **I'll swap Mario 64 and Fifa 64 for WWF Warzone. Willing to give up to £5 as well as the above mentioned games. Awh! Go on please, please please!! Louis France, Birmingham. (0121) 722 4053.**

- I'll swap Mario 64 for ISS 64, Fifa '98 RTWC or Mission Impossible. Daryl Eccles, Clapham, Beds. (01234) 215382.

- **I'll swap Quake 64 or GoldenEye 007 for NBA Courtside, Major League Baseball or Banjo Kazooie. Luke Kynnersley, Colchester. (01206) 822476.**

- I'll swap Lylat Wars (sorry no box or instructions) for Snowboard Kids, Fighters Destiny, World Cup '98, Rampage World Tour or £30! (Pretty, pretty please). Ryab Brunskill, Carlisle. (01228) 597477.

- **I'll swap FIFA 64 or ISS 64 for any game that has come out in the last two months. BJ Gakfield. (0171) 482 5731.**

- I'll swap Blast Corps for World Cup '98, Fifa RTWC, WCW vs. NWO or £25 and reasonable offers considered. James Ryan, Northampton. (01604) 847931.

- **I'll swap Quake with no instructions for any type of basketball, baseball, DKR or ISS64. Pretty Please. David Batey, Oxford. (01865) 881155.**

- I'll swap Mario 64 for Mission Impossible or NWO Vs. WCW: World Tour. Robert Berthoud. (01276) 29681.

- **I'm not selling anything but I'd just like to say hello to Paul. Hello Paul! (From Dave) Go Seagulls. - I wish to stay anonymous. (I don't blame you - Mark)**

- I will swap F1 Pole Position for Lylat Wars or Snowboard Kids. John Beresford, Hawes N. Yorks. (01969) 667340.

- **I would swap Wayne Gretzky '98 for Top Gear Rally or World Cup '98. I would also swap Lylat Wars (inc rumple pak) for Banjo Kazooie. Timothy Sheahan, London. (0181) 840 3595.**

- I'll swap Yoshi's Story for Virtual Chess (please!) or Fighter's Destiny. Any offers considered. Martin Bandall, Swannington. (01530) 813011.

- **I'll swap Snowboard Kids or Mario 64 for 1080 Snowboarding or Banjo-Kazooie. "money offers" Thankyou. Craig Hales, Newport. (01633) 670969.**

- I'll swap Yoshi Story nearly new with instructions for either Top Gear Rally or Diddy Kong Racing or

Swap Shop

HOP

will sell it for £35. Russell Whitter, Croyden. (0181) 6803476.

● Will swap my Lylat Wars for Banjo-Kazooie, Mystical Ninja or Mission Impossible. Alex Harris, Peterborough. (01733) 327585.

● I will swap Extreme-G for WWF Warzone or WCW vs. NWO. Darren Mclean, 96 Santley Hse, Fraizer ST, London SE1 7RE.

● I have Mario 64 and like to swap it for Yoshi's Story or Banjo-Kazooie. Please! Mark Page, Fleet, Hants. (01252) 617410.

● I'll swap Snowboard Kids for any other racing game or Blast Corps or Wetrix. (Please!) Boxed with instructions and in good condition. Ben Brighouse, 33 Sunnybank Road, Blackburn, Lancashire, BB2 3NE.

● I'll swap World Cup '98 for Forsaken or Doom. Scott Orchard, Aylesbury, Bucks. (01844) 290558.

boxed with instructions. Craig Miles, 2 Crymlyn Parc, Skewen, Nr Neath, Swansea, SA10 6DG.

● I will swap Diddy Kong Racing for Fighter's Destiny, Mystical Ninja, WCW vs. NWO or nearly any other game within reason. Richard Thomas, Belfast. (01232) 276784.

● I will swap ISS 64 for WCW vs NWO, WWF Warzone or Diddy Kong Racing. Box and Instructions please (but not essential). ISS 64 with both. Cheers! Toby Rideout, Weston-Super-Mare. (01934) 415459.

● I'll swap Bomberman 64 for Mystical Ninja Starring Goeman or any other games considered. Price (if not willing to swap) £30. O.N.O. Please!!! Sam Holden, York. (01904) 448661.

● I'd swap Bomberman 64 for Banjo-Kazooie, Mission Impossible, World Cup '98 or Blast Corps. PS With box and booklet. Kake Radford, Alton, Hamps. (01420) 643419.

● I'll swap Fighters Destiny if you give me Banjo-Kazooie. It is boxed with instructions. Excellent condition. Jonathon Kneller, N. Harrow. (0181) 428 3979.

● I'll swap Pilotwings for Yoshi's Story or Lylat Wars. Pilotwings is boxed with instructions. Craig Doolan, Corse Lawn, Glos. (01452) 780 180.

● I'll swap Mario Kart for Diddy Kong Racing or Wetrix (U.K). George Alton, Bexleyheath, kent. (0181) 306 1756.

● I would like to sell my ISS 64 for £25. I would also like to swap my Turok for your Yoshi's Story, Fighter's Destiny or Snowboard Kids. Nice hair Noel! Ben Disbury, Thame, Oxfordshire. (01844) 215899.

● I'll swap Shadows of the Empire (Star Wars) for Duke Nukem 3D or Top Gear Rally. Michael Salinas Edwards, Wrexham, N. Wales. (01978) 266965.

● I have Duke Nuk'em, Quake, Diddy Racing, Mario and TGR. I will swap for Madden, WC98, Fighters Destiny, Wave Race, Pilotwings or most other good games. Paul McGregor, Swindon, Wilts. (01793) 726900.

● I will swap Extreme G for Top Gear Rally, Duke Nukem, 1080 Snowboarding, Goeman or Wetrix. Steven Clunie, Ballingry. (01592) 869 655.

● I will swap Forsaken 64 for either Banjo-Kazooie or GT 64 or Snowboard Kids. Ben Long, Littleborough. (01706) 374 356.

Swap of the month

● I'll swap 1080 Snowboarding (Pal version from Australia) for either Forsaken or for both Tetrisphere and Wetrix. Mark Whitfield, Liverpool. (0151) 733 3336.



● For sale! SNES with Lion King and Tournament Fighters and one controller. Very cheap. Harry Joll. (01328) 811 245.

● I'll swap Forsaken 64 for Waverace, Top Gear or Duke Nukem. For sale for £35. Phone Ashley Milton, London. (0181) 673 0570.

● Will swap Diddy Kong Racing for ISS World Cup or will swap GoldenEye for Rampage or will swap WCW for either. All games

● Will swap GoldenEye for NFL Quarterback club or Madden 64. Or sell for £30. Richard Ford, Burton-upon-Trent. (01283) 531454.

● I'll swap Doom for Snowboard Kids or Wave Race or Mortal Kombat Trilogy. Nicci Rogers, South Croydon. (0181) 688 0409.

● I'll swap Automobili Lamborghini for Top Gear Rally, San Francisco Rush or Madden 64. Ciaran Flanagan, Tulsk, Co Roscommon, N Ireland. (078) 39045.

N64 Pro Swap Shop

Fill in this form with details of your games to swap or items for sale and send it in to 'Swap Shop' at the usual address

Swap or sell details (in no more than 30 words)

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Post Code: **Age:**

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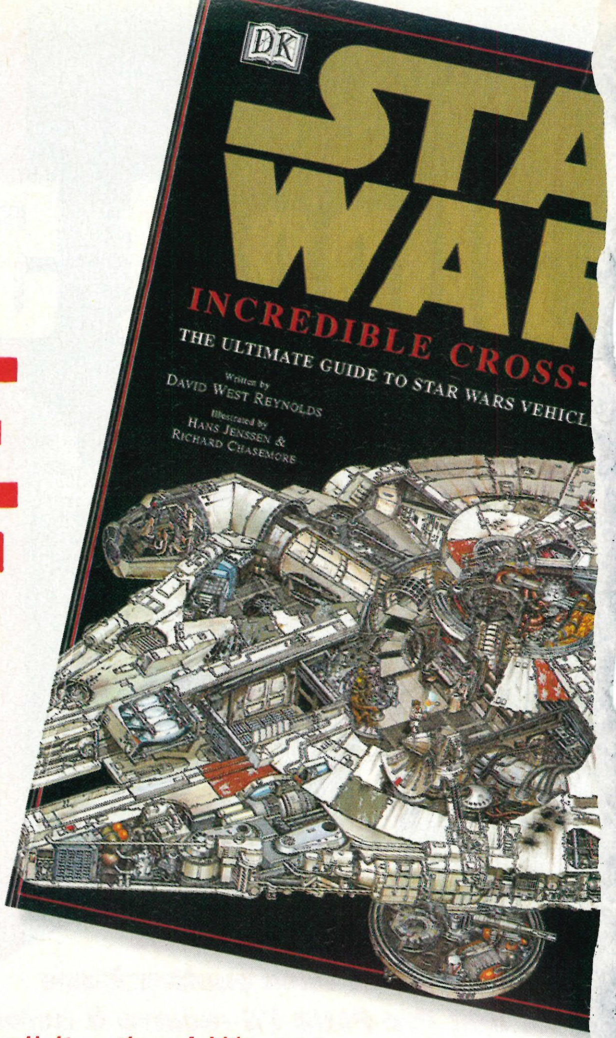
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Give away

IT'S BACK!, THE BIGGEST GIVEAWAY EVER!

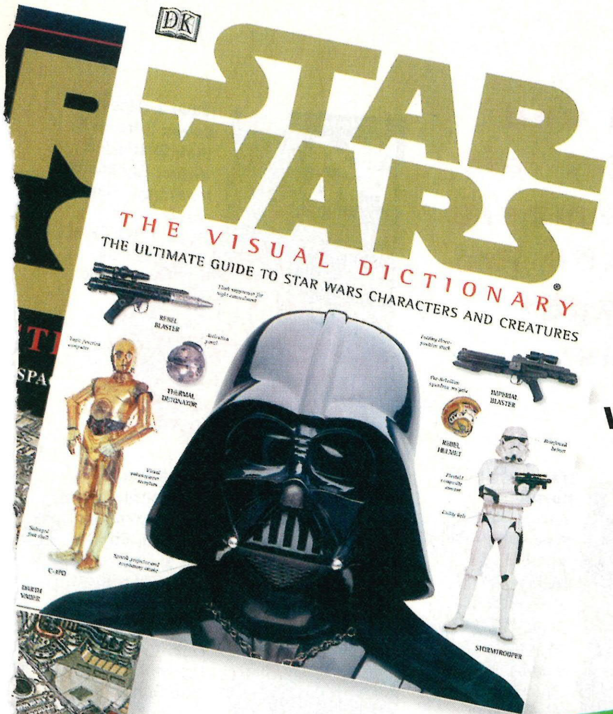


Yes, it's back in all its glory! We can, once again, justifiably call our competition pages the Biggest Giveaway Ever as the total prize value is now over £2,000!

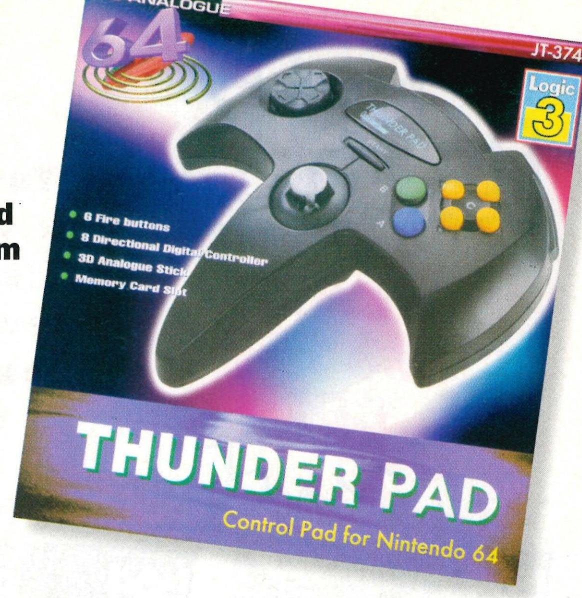
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Win a £850 Sony Hi-Fi



Win an £850 Top Of The Range Sony Hi-Fi!

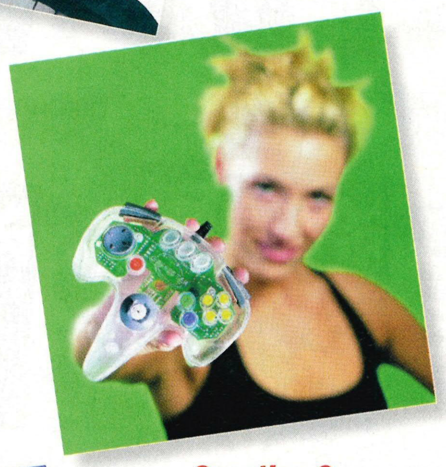


Question 3
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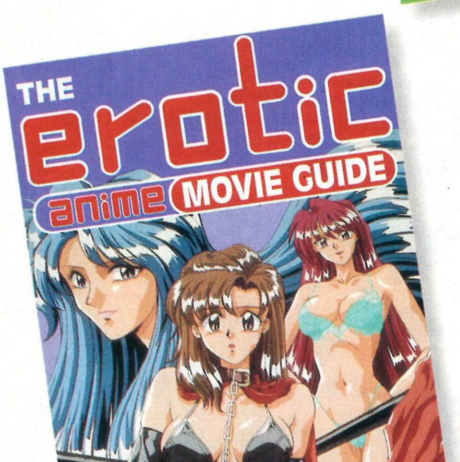


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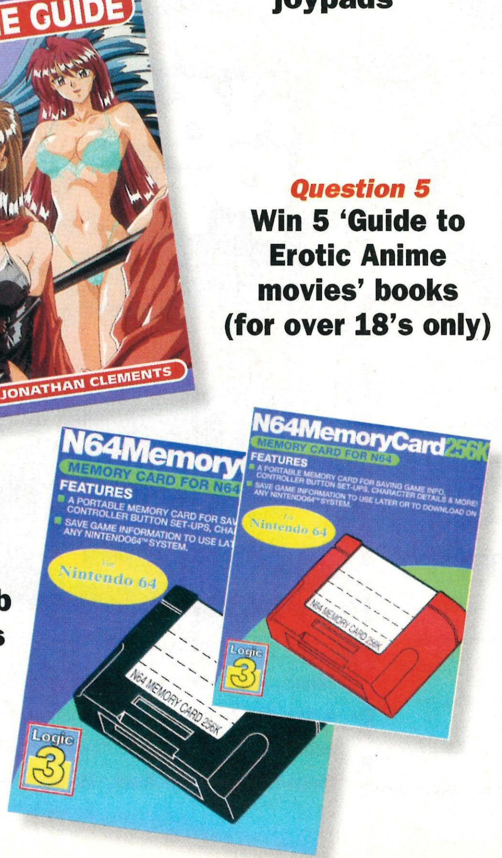


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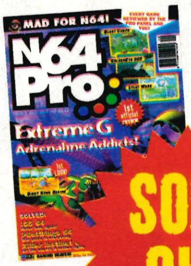
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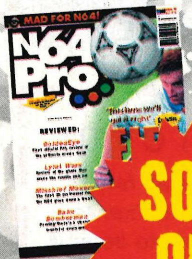
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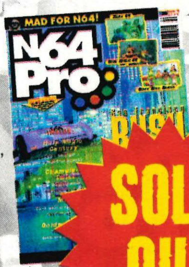
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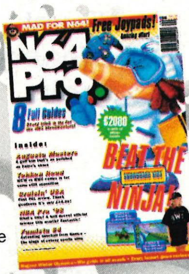
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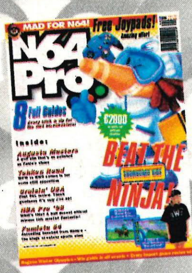
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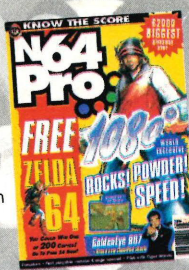
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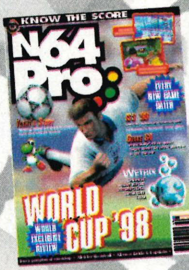
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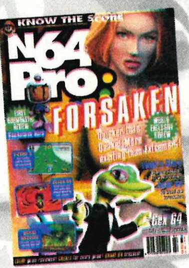
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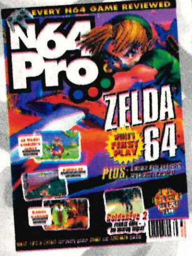
Issue 7 May **Cover:** 1080° Snowboarding **Promotion:** Zelda Cart Competition **Inside:** NHL Breakaway '98, Nagano Olympic Hockey, Mystical Ninja Starring Goemon, Quake 64



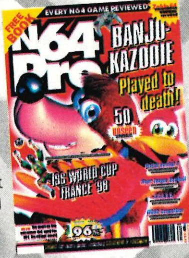
Issue 8 June **Cover:** World Cup '98 **Free Gift:** World Cup Wall Chart, Nintendo Poster & sticker collection **Inside:** Wetrix, World Cup '98, GT 64, Yoshi's Story, Rampage World Tour, G.A.S.P. Fighters NEXTream



Issue 9 July **Cover:** Forsaken **Free Gift:** Footy Guide book, Free stickers **Inside:** Forsaken, Bomberman Hero, Powerful Pro Baseball, NBA Courtside, Rampage World Tour, Gex 64, Earthworm Jim 3D

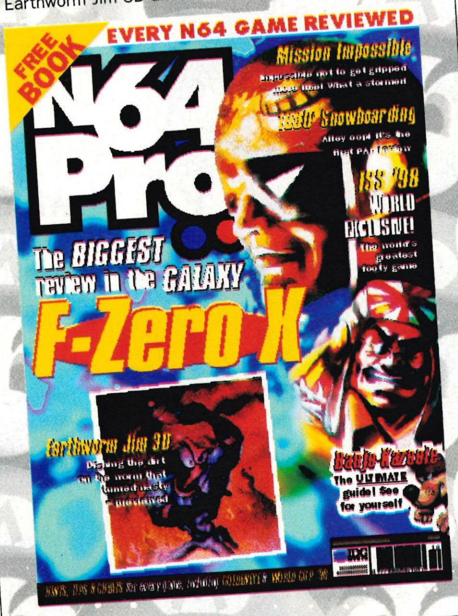


Issue 10 August **Cover:** Zelda **Free Gift:** 50 new games book, plus the final set of free stickers **Inside:** E3 special issue: featuring all the games you'll be playing over the next 12 months. Plus, All Star Baseball



Issue 11 September **Cover:** Banjo-Kazooie **Free Gift:** Know the Score book (Gamer's survival guide) **Inside:** Banjo-Kazooie, ISS World Cup '98, Mortal Kombat 4, Virtual Chess, MLB Starring Ken Griffey Jr.

Issue Twelve October **Cover:** F-Zero X **Free Gift:** N64 Pro Challenge book **Inside:** F-Zero X, Mission: Impossible, 1080° Snowboarding, ISS '98, Dezaemon 3D, Star Soldier, Castlevania 3D, Gex 64, Glover, Earthworm Jim 3D and Part 1 of the Banjo guide



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In the most controversial letters page we've yet printed, the England/Scotland and male/female wars rage on. Who will win? Does it really matter? More importantly, what do you think about it all? Remember, it's FREE to write to N64 Pro and each issue we're printing more letters than the previous one. You may just see your name here one day! ***ALEX***

ISS 96 World Cup 87

ISS 98 = 96%. Thank you! Finally now maybe we can all convince the FIFA-loving scum-sucking whassisnames that ISS is, and always has been, the better game. For months I have argued with the FIFA blokes about ISS's superiority and their argument always boils down to one point, the license.
'But ISS has amazing gameplay!'
'Yeah but FIFA's got a license'
'ISS's graphics are little short of amazing'
'Yeah but it ain't got a license'
'ISS has the best...'
'But it ain't got a...'
'I'll shove that license up your...'
And so on. Thank-you for giving me the greater firepower. ISS 98 got 96%, FIFA got 87%. The argument's over!
Alex Palmer, Hyde

N64 Pro: Nice to see some straight talking from one of our readers instead of the usual 'your mag's great' followed by a list of questions that have already been answered in the mag time and again

League Table Farce

I've read almost every N64 Pro issue – I only need 3, 4 and 6. All the issues I've read are excellent. The only thing I don't like about the mag is the Software House Leagues. They give points out to games with low percentages and none to high scoring games. Tetrisphere got 60% and Mortal Kombat 4 got 83% – it got no points and Tetrisphere got one. Why do you give low scoring games more points than higher scoring games? And why did Aero Gauge get -2 when it got 86% from the review?
Tarrant Browning, Barry

N64 Pro: Good to see someone paying attention. The reason we have the software house leagues is so all four of the writers and Production Editor Lewis can all have their say, rather than just stick with the opinion of an individual

Ye Olde Curiosity Box

Here's the bit where excerpts from slightly rubbish letters get printed – what must go through your minds is beyond our understanding



One of ISS 98's rendered promo characters, modelled on the eccentric Mexican Jorge Campos



Below: The new sponsor of these pages is Gameplay, i.e. it's these guys who cough up for the game that the sender of the Letter Of The Month wins

Back



Q WHILE playing GoldenEye I made up a game, Russian Roulette. Pick any level, on multiplayer and pick licence to kill. One player picks up a single gun and the rest line up.

The player with the single gun presses B as many times as he or she wants and sees it they land on a gun or not, then press Z to fire. If you have a gun, one of the other players will die, if not he will survive. Do this along the line until one player is left – he is the winner.
Anon

A An interesting, sensible and well-formulated suggestion there

Q I AM JUST writing to say that Nintendo joypads are not actually that good. Sure they're comfortable and all that, but the design is flawed. For instance, when playing GoldenEye in solitaire mode (I started with Turok) the buttons are not all accessible, thus rendering the L button and D-pad useless. And in order to open a door with B, you need to let go of forward. So I think Nintendo should release a second pad, one more like (dare I say it) the Playstation's, which is comfortable, robust and practical.
Richard Jenkins, via email

A Have you got really small hands, Richard?

Q I'VE always wondered what would happen if I wrote this – boll***s, sh*t, w**ker
Kristoffa Ricardo, West Midlands

A Not a great deal, except it's a lot more legible in printed form

Q I have just read the Feedback section in issue 11. Is Chris Quinn from another planet? He's moaning at you for stating the obvious! Scotland are shit! Then, to confirm my fears for this man, he says England should not have won the World Cup in '66 cos the ball never crossed the line!

If memory serves me correctly Chris, didn't that game finish 4-2? Even if it had been disallowed, we still pissed on the krauts! Anyway, if consoles were footy teams, the N64 would be England, whereas the Pl**Station would be Scotland. Comprehend? Morocco, hah ha ha!
Scott Henshall, Manchester

A Anyone else who's not really bothered?

Q 1) WHY is Noel Edmonds on the Swap Shop page?
2) What is Alex's favourite N64 favourite character?
G. M. James, Birmingham

A 1) Because he used to introduce a 1970's Saturday morning TV show called Swap Shop
2) Goose out of PilotWings

Q Will there be any cricket or rugby games coming out on the N64?
Nearly everyone, All Over the Gaff

A Codemasters, who are currently working on Brian Lara Cricket for Pl Station and PC CD-Rom, will consider an N64 release if the aforementioned versions prove successful. As for rugby, a new version of Jonah Lomu is on the drawing board, but isn't likely to seethe light of day until the millennium – and may not even come out on N64.**

reviewer. Basically, all five of us get together and say how many points a game deserves in the Software house league. As there's five of us there's usually a difference of opinion, so the final Software House league score is the 'mode' average i.e. the score that the majority of the five of us think a game should get. Mark's a big fan of beat'em-ups, so he gave MK4 a high score – none of the rest of us liked it much so it ended up getting nought. The same applied to Aero Gauge. As for Tetrisphere, we thought it was just about worth a point. Let's face it, we generally disagree with anything Mark says or does!



"Why did Aero Gauge get -2 when it got 86% from the review?"

Moaning B**tards

Right, that's it! I am so annoyed I had to write to you. Every time I read your magazine I am confronted by a load of moaning b**tards harping on about how 'Nintendo games are too cute', 'They don't make games for adults', 'We want more guns and blood (or something to that effect) etc...

Please, please tell me I am not the only 20-something gameplayer who (dare I say it) actually likes cute and colourful, in fact they are the only type of game I have. Oh yes, you won't see any GoldenEye (gasp!), Quake (shock!) or Forsaken (faint!) in my console. Give me Mario, Diddy Kong Racing and Yoshi any day. The game on my most wanted list isn't Turok 2 or perfect Dark. It's Conker's Quest.

Anyway, my point is that I would just like to go against the grain and say... Cheers Nintendo. I am quite happy with my cutesy games, thank-you very much and I hope all you Yoshi-haters burn in Hell!

PS I fancy Link from Zelda. I get hot and sweaty just looking at the screenshots. Am I alone in these thoughts? Do I need help?
Geraldine Burns, Birmingham

N64 Pro: Blimey, a bird who likes cutesy games, now there's a thing... No, but seriously, all the games you've mentioned you like are all quality games, so it does go to show that every release doesn't need blood and guns to appeal to the masses. As for fancying Link, you are indeed alone, although until he ▶



Nuts and nut-lovers everywhere just can't wait for Conker's Quest to arrive on the N64

Feed

▶ **was recently put right, our publisher thought Link was a girl (and he probably fancied 'her' too).**

Testostermoan

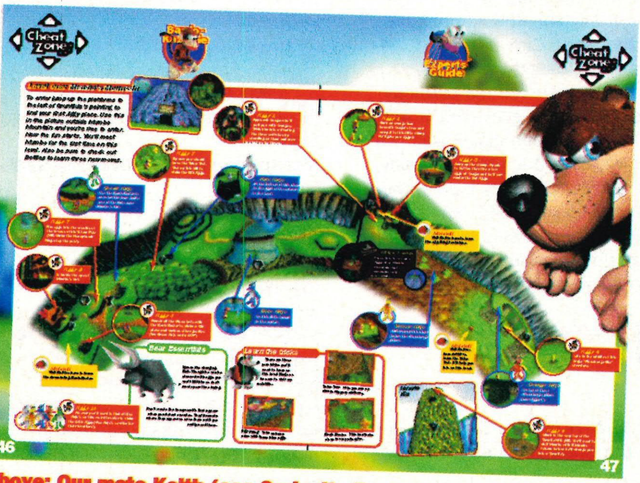
First of all I hope you don't start filling your mag with Banjo-Kazooie maps & guides – that hairy bastard makes me physically sick. Secondly, in issue 11 someone called K Hutcheson of Stanley wrote, 'This is the 90s – there are women who like football and computers'.

Who is she kidding? Just because of equality she's convinced herself she's into male hobbies. Listen darling, football isn't something you just like, it's something you love. It comes from deep inside. It pumps through every vein. So in future stay in the kitchen and cook something.

Another thing, just because you know how to switch an N64 on doesn't mean that you like it.

PS Top job, lads. It is our mag, isn't it?

Keith Davies, Manchester



Above: Our mate Keith (see Curiosity Box) won't be too chuffed about this – can't win 'em all

N64 Pro: Well that's certainly put the cat among the pigeons. Do we have any other readers who share similar opinions with Keith? Or do you think he's a sexist creep who's living in the dark ages? Write in now and voice your opinion, adding either 'Keith's Right!' or 'Keith's Wrong!' to the usual Freepost address.

> **"Listen darling, football isn't something you just like, it's something you love"**

FMV – Necessary?

I was searching through the internet the other day until I came across Pl**Station chat where you talk to all those paranoid Pl**Station lovers. They told me that the N64 didn't have many games so what did I do? I named each one of the games and shocked them all.

But then they struck again, saying that the N64 couldn't handle video graphics. I couldn't fight back so I turned off the PC with shock and ran to my beloved N64 placing each of my five games into the console but I couldn't seem to find any video real life scenes in any. So why is this?

Will Mission: Impossible and the next GoldenEye have actual speech, not rubbish boxes with tons of boring writing in them?

Oh yeah, also, the other day I walked into the Microstore and upstairs there were about five top notch N64 games, brand new for £20 each. So if there are any readers from Swansea, get down to the Microstore!

Craig Miles, Swansea

It's a fact that cartridges don't have as much space as CDs, so obviously Pl Station games can use FMV (full**

Letter of the month



Above: Top Gear Rally – half-decent, but not half as good as the magnificent F1 World GP

Get To The Point

FIRSTLY, I'd like to congratulate you on the only honest no bullshit magazine I've ever read (apart from Empire). I've been 'into' games machines for a few years (ever since I went to my mate's house and played on a strange black and white game of tennis – Ping I think).

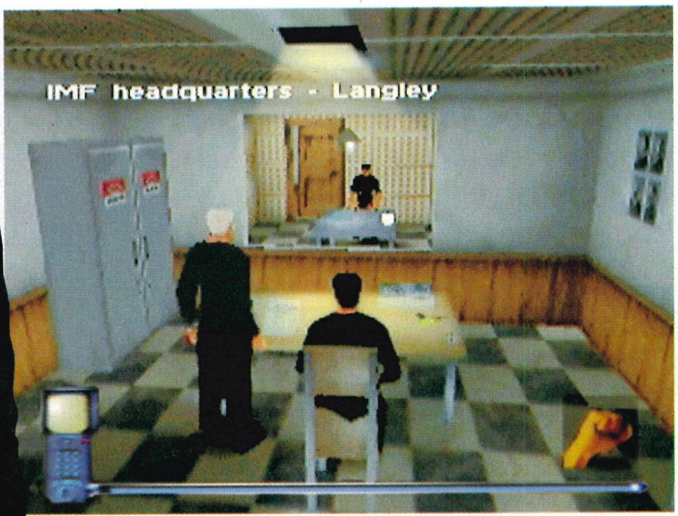
I've had an Atari, Spectrum, C64, NES, Master System, Mega Drive etc. Then it stopped – out came the Saturn and the Pl Station. I played them eventually and thought 'I'm not paying £250 to wait while it loads - I may as well get my Speccy out again. That's not to say the games aren't good, I'm just very impatient and in this day and age I want to switch the power button on and play.**

I heard about Nintendo's Project Reality and thought 'This is going to be great so I waited two years for the best console. Luckily I was working at Toys R Us at release time, so I got the first one. I took a week off work and abused the N64. When I'd finished Mario 64 after seven days and nights I felt great, although my wife thought I was strange trying to backflip onto our roof just to reach 'that star on our chimney'.

When this little problem died down, along came ISS. Oh dear, here we go again. My stepson would ask if we could play football. I'd say 'Of course we can.' He'd be there in his footy kit – I'd be there with my yellow controller. He'd burst into tears! Then came Top Gear Rally – which I think is the







Left: Mission: Impossible – briefly mentioned in one of the letters earlier

N64 Pro motion video) to a greater extent than the N64, as it takes up loads of room. Having said that, how many times do you want to watch the same piece of video footage (normally 'starring' appalling actors whose previous acting experience amounted to no more than a walk-on part in some daytime soap or other) prior to or during a game?

N64 programmers have to think of cunning ways to get the best out of the cartridge space available and not kid gamers into thinking a game's going to be better than it actually is.

Mario 64's intro is from the actual game engine and is a perfect example of what an intro should really be like. Too many Pl**Station CDs kick off with an impressive piece of FMV which makes the actual game pale into insignificance.

DKR Lover

I am 23 and I regularly play DKR. I make sure I find myself an hour or so to play it in. Now people who complain about cutesy games really annoy me. DKR is colourful and bright, but that doesn't mean it is not enjoyable, good to look at or as addictive as hell.

I have spent countless hours hunched at the game completing adventures 1 & 2 and now I have completed it (after seven months' hard work) I still play on the tracks trying to beat TT. What do you enjoy more: a crappy racer like Cruis'n USA or a tough challenging game with loveable characters and a great sense of style and humour?

M Workman, Warrington

N64 Pro We think DKR's excellent, too – only now does it have a rival in the racing genre with the arrival of the excellent F1 World Grand Prix

best one player racer yet (your review of the game was spot on).

Then came GoldenEye – what can I say? I still go into a panic when I walk down the street and see a security camera (shoot the bastard thing before the alarm goes off). What I'm rambling on about is being immersed in a game. That's what you get with this machine.

I know I did the right thing in waiting for the N64. I know Pl**Station people will be saying I don't know what I'm talking about, but I do. I've spent hours on Pl**Station games – Jersey Devil, Res Evil 2, Gran Tourismo, FF VII etc and they don't seem quite right. They're all good, but not games I will go back to in two years' time.

I still play on Mario Kart (16bit), Metroid (16bit), Starwing, Speedball 2 (Mega Drive). I can honestly say that the majority of PSX games I have played don't have that longevity. I think people are losing the plot slightly here, with questions like 'When are we going to get a violent game i.e. Res Evil, Nightmare Creatures etc'. I'm sorry, but you don't need it. Look at GoldenEye. I'm not an old fart – I'm 25 years old. Violence doesn't necessarily mean good playability. If you want violence, go and sell your N64 and get a PSX.

Can you get someone to make Speedball 64? Go on, I know you can with all your contacts! I subscribed to you last month – cheers for the controller – I can blast the shit out of my missus now! There's no better feeling than using a sniper rifle in GoldenEye to shoot your partner's character in the back of the head – twice.

Nintendo are doing a good job, but please let's not have such a lull in games coming out for the UK. I was in Excitement Direct and saw 1080° Snowboarding in a box already for some lucky person to play but only if you've got an American console — why do we UK owners have to suffer?

PS I contradicted myself about the violence issue on purpose.

Andrew Salkeld, Aston, Oxon

N64 Pro Don't want to shatter all your illusions, Andrew, but if we could get anyone to make anything we liked, the N64 would be the only console in the world and we wouldn't be able to give any game less than 90%! As for your top ten games (not printed) of all time, you'll have already seen by now how close it is to some of our Nintendo format only top fives printed last month. Because you admitted to us you wrote the letter in work's time, we're giving you the letter of the month award. Write in and tell us which game you'd like and we'll get it in the post to you straight away.



Right: Any N64 game can now be yours, Andrew

Profile

The ULTIMATE

The biggest and best guide to gaming on the N64. All the official games and the best imports can be found here along with the scores they deserved. Make sure to check this guide and you'll end up with the greatest games money can buy – ***Mark***

Charts

Top Rating Games – N64 Pro

If anybody knows N64 games, it's us. So here's our top ten highest scores.

1	(1)	Banjo-Kazooie	96%
2	(2)	ISS World Cup '98	96%
3	(1)	Diddy Kong Racing	96%
4	(2)	GoldenEye 007	94%
5	(3)	1080° Snowboarding	93%
6	(4)	Nagano Olympics	93%
7	(5)	ISS 64	93%
8	NEW	Mission Impossible	92%
9	(8)	Forsaken 64	92%
10	(9)	Super Mario 64	92%

*Numbers in brackets denote last month's position. The following games also received scores above 90%: All Star Baseball F-Zero X, Famista 64, Madden 64, Mario Kart 64, NHL Breakaway, Pilotwings, WaveRace and Wetrix

Top Rating Games – All Mags

GoldenEye has beaten Banjo by a whisker to keep the coveted top slot. Will there ever be a better game?

1	(1)	GoldenEye 007	95.2%
2	(3)	Banjo-Kazooie	95%
3	(2)	Super Mario 64	94.8%
4	(3)	ISS '98	93.5%
5	(5)	Diddy Kong Racing	94.0%
6	(6)	ISS 64	93.2%
7	(7)	Lylat Wars	92.8%
8	(8)	Wave Race 64	92.4%
9	(9)	Extreme G	92.0%
10	(10)	Mario Kart 64	91.8%

*Numbers in brackets denote last month's position

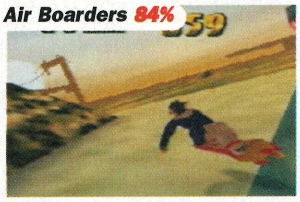
1080° Snowboarding 93%



Rare UK Out Now
N64 89% 64 86% NIN N/A TOT 89%

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. A flawless reproduction of the wet white stuff with beautiful scenery and some of the finest animation we've ever seen.

Air Boarders 84%



Human US Out Now
N64 58% 64 80% NIN N/A TOT 78%

Swap realistic skateboards for Back To The Future II style hovering jet boards and head to the stunt park. Excellent graphics with well animated characters and the huge tracks are lush with lots of detail. Good fun, but lacks a race option which limits its longevity. Worth looking at, but not a patch on 1080°.

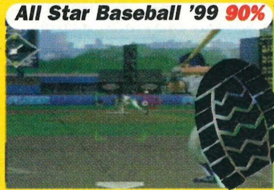
Aero Gauge 86%



ASCII/ Locomotive US OUT NOW
N64 10% 64 47% NIN 51% TOT 58%

Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up. Aero Gauge has possibly the most argued about score to date, so take a good look before you buy.

All Star Baseball '99 90%



Acclaim Out Now N64 84% 64 89% NIN 90% TOT 87%

Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball.

Aerofighters Assault 68%



Titus UK OUT NOW
N64 58% 64 61% NIN 54% TOT 48%

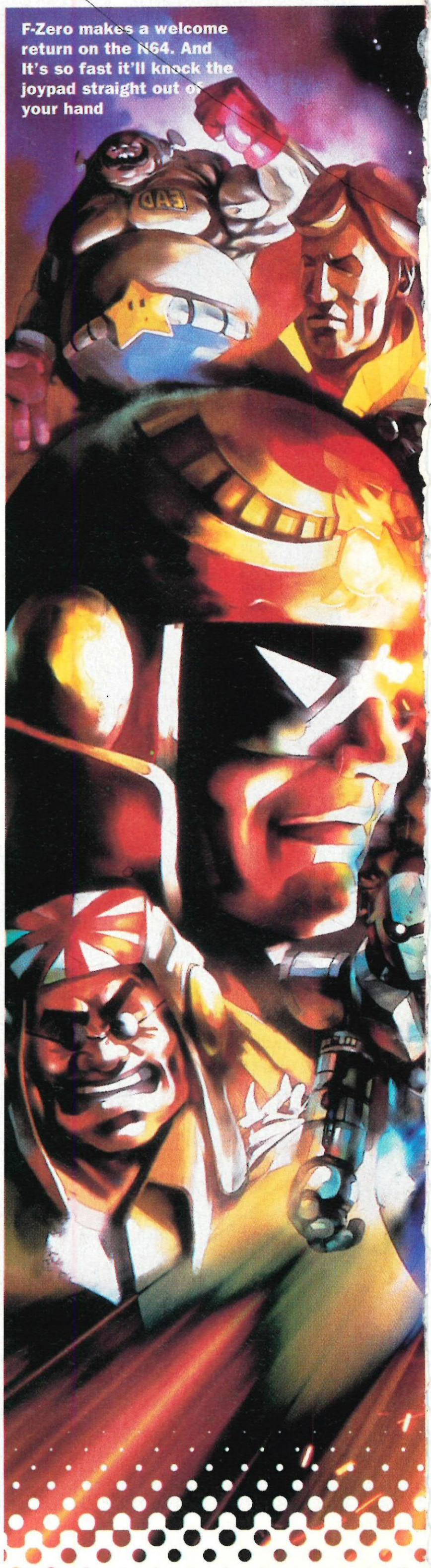
This is a strange blend of flight sim cum shoot'em-up that completely fails to be good at either. It's slow and uninteresting gameplay is combined with dodgy graphics in a hapless attempt to entertain you. Top Gun this certainly isn't. Be sensible. Forget buying this and get a copy of Lylat Wars instead.

Augusta Masters 80%



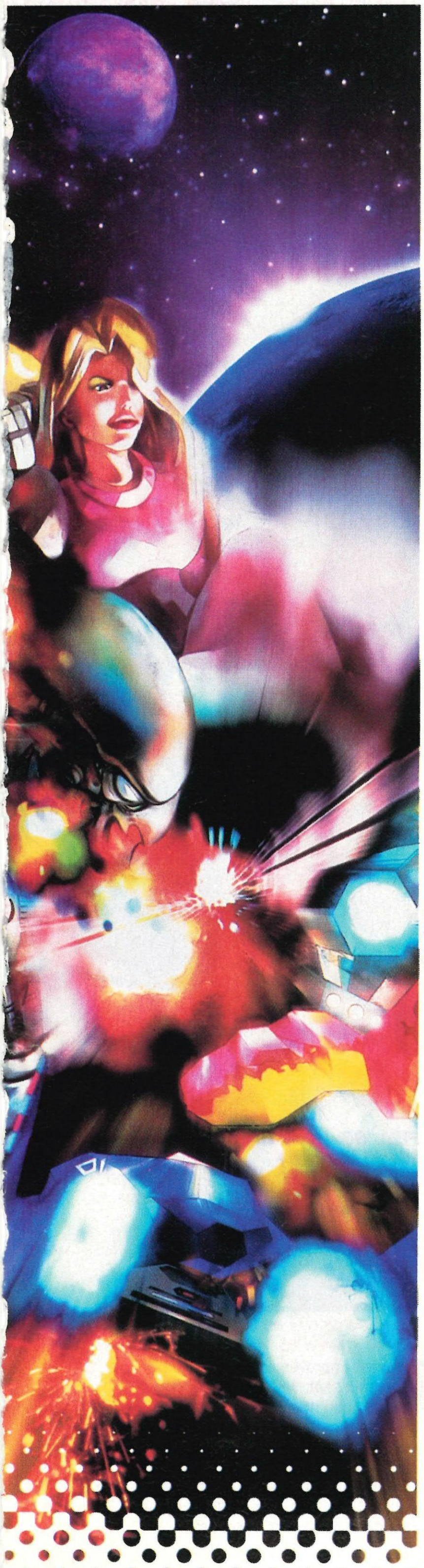
T&E Soft Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A

Ruin a good virtual walk with this credible golfing game. The first golf game to appear on the N64 manages to put in a good performance with solid gameplay and a wealth of features to choose from. The graphics are a bit drab though and there's only one course included which makes things a bit repetitive.



F-Zero makes a welcome return on the N64. And it's so fast it'll knock the joypad straight out of your hand

GUIDE to N64 gaming



The Stamp of approval
Separating those games that you absolutely need to own from those that deserve a good kicking is this symbol. If a game has our stamp of approval then it's an absolute must-buy that you should get

KEY
N64 = *N64 Magazine*, **TOT** = *Total 64 Magazine*,
64 = *64 Magazine*, **NIN** = *Official Nintendo Magazine*
N/A = *Score not available at the time of going to press.*
Please Note: *A few magazines alter the scores each month. To prevent discrepancies all scores here are the original (or UK update) mark awarded to each game.*

Automobili Lamborghini 76%



Titus UK OUT NOW
N64 67% 64 80% NIN 76% TOT 72%
More racing shenanigans, this time Titus give us a game with an Italian flavour and an embarrassing name. Unfortunately, they seem to have been more inspired by the Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience.

F-Zero X 90%

New entry

NINTENDO JAP OUT NOW
N64 91% 64 N/A NIN N/A TOT N/A
Nintendo's remake of their SNES classic has got off to a flying start thanks to its unrelenting pace. This has to be the fastest racing game we've ever seen with 30 different cars tearing around some of the most twisted, roller-coaster inspired tracks ever devised. Thanks to the finely tuned controls you rarely feel out of control. Up to four players can take part in one of the best multi-player games ever made. The only downer is the graphics which are decidedly bland. But what F-Zero X lacks in graphical finesse it more than makes up for by being the best racing game since Diddy Kong Racing.

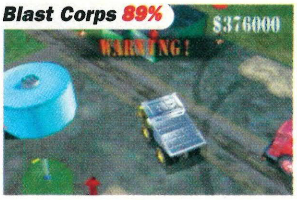


Banjo-Kazooie 96%



UK Out Now N64 92% 64 95% NIN 96% TOT 96%
Control Banjo the bear and Kazooie the bird on a quest to save Banjo's sister from the clutches of an evil witch. This game is a work of genius and you simply won't believe your eyes when you see the graphics. Better than Mario 64 (need we say any more). Just go out and buy it!

Blast Corps 89%

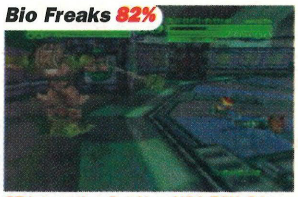


Nintendo UK OUT NOW
N64 88% 64 88% NIN 87% TOT 89%
Cause wanton destruction on a global scale with this smashing game from Rare. Use demolition vehicles to clear a path for a runaway missile carrier, and destroy absolutely everything in its way. Refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Top Marks – Racing Games

Top Notch	
Diddy Kong Racing	96%
1080° Snowboarding	93%
Mario Kart 64	91%
F-Zero X	90%
Wave Race 64	90%
Wooden Spoon	
Cruisin' USA	40%

Bio Freaks 82%



GT Interactive Out Now N64 76% 64 82% NIN N/A TOT 84%
An absolute bloodbath of a beat'em-up from Midway. Up to two players can hack each other apart limb from limb in Monty Python-esque Black Knight fashion. This beat'em-up got a cheer from most of the N64 Pro crew along with shouts of 'none shall pass' and 'tis but a flesh wound.' Not perfect, but great fun anyway.

Bomberman 64 73%



Hudson UK OUT NOW
N64 50% 64 81% NIN 80% TOT 75%
The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode but the manic gameplay of the original seems to be missing.

Bomberman Hero: Queen Milian's Rescue 83%



Hudson Jap Out Now
N64 66% 64 52% NIN N/A TOT 63%
Bomberman is back with a blast in a new N64 3D platform game. For the first time ever, Bomberman can jump around a variety of levels turning the traditional run and bomb game into a 3D mario-esque platfomer (with lots of explosions.) Much better than the muddling Bomberman 64, but not as good as Super Mario 64.

Profile



Top Marks — Beat 'em-ups

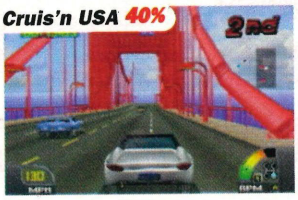
Top Notch

Fighters Destiny	89%
Mortal Kombat 4	83%
Bio Freaks	82%
Virtual Hiryu No Ken	80%
GASP: Fighters NextReam	80%

Wooden Spoon

War Gods	38%

Cruis'n USA 40%



GT Interactive UK Out Now
N64 24% 64 31% NIN 59% TOT 59%

An incredibly dated game with bland graphics and jerky animation. The sluggish and unpredictable gameplay ruins any fun factor the original arcade game had and the steering is hyper-sensitive, making controlling your sports mobile nigh-on impossible. Race past this game when you see it in the shops.

Dual Heroes 35%



Hudson Soft US OUT NOW
N64 28% 64 28% NIN 52% TOT 28%

Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort.

Bust-A-Move 2 85%



Acclaim UK Out Now N64 80% 64 91% NIN 84 TOT 60%

The absolute classic puzzle game makes its appearance on the N64. Take control of two cute dinosaurs as they aim and throw coloured bubbles up the screen in an attempt to get three of the same colours touching so they burst. Simple enough and looking a bit old, but it's still one of the best puzzle games ever made.

Dark Rift 71%



Vic Tokai IMP UK TBA
N64 72% 64 88% NIN 73% TOT 84%

An early attempt at a beat'em-up which is by no means the worst, but certainly not the best. The characters are fairly interesting, but the graphics are bland. The gameplay is shallow and uninvolving and playing this soon feels like a waste of time. If you're looking for a beat'em-up, go for MK4 or Fighter's Destiny instead.

Duke Nukem 64 86%



GT Interactive UK OUT NOW
N64 86% 64 90% NIN 91% TOT 90%

Duke Nukem is murderous mayhem in a fast and frantic style. Take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans, but be warned, nobody does it better than Bond, so get GoldenEye first.

Chameleon Twist 81%



Sunsoft/ Ocean IMP UK TBA
N64 70% 64 72% NIN 77% TOT 51%

A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gameplayer, but it's great fun while it lasts.

Doom 64 71%



GT Interactive UK OUT NOW
N64 80% 64 81% NIN 85% TOT 92%

The original first person shoot'em-up makes its almost obligatory appearance on the N64. Doom is considered by many to be one of the best games ever made. But we think it's well past its prime and despite numerous enhancements this still feels like the old man of videogames. Get GoldenEye instead.

Extreme G 91%



Konami UK Out Now N64 94% 64 91% NIN 90% TOT 94%

Ride futuristic bikes in this blindingly fast racing game. It's certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game that comes complete with four player racing and battle modes. If it's racing action you're after then take a look.

Clayfighter 39%



Interplay UK OUT NOW
N64 N/A 64 13% NIN 25% TOT 13%

Oh dear! What's this doing on a super console? A deeply poor game indeed. Flat 2D characters, poor animation combined with abysmal gameplay and sluggish controls make this a dubious and frankly unfunny attempt at a humorous beat'em-up.... I could go on, but let's just say it should have been kiln at birth.

Diddy Kong Racing 96%



Nintendo UK OUT NOW
N64 90% 64 95% NIN 94% TOT 95%

Jaw-droppingly outstanding, DKR takes the crown for multi player racing. With fantastic graphics and great gameplay you race karts, planes and hovercraft through a huge variety of tracks. The single player mode is a real challenge too. Buy it – it's the law.

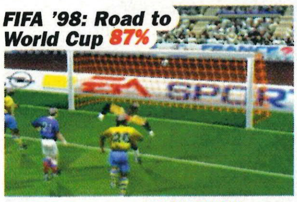
Famista 64 90%



Namco Jap Out Now N64 68% 64 N/A NIN 92% TOT 78%

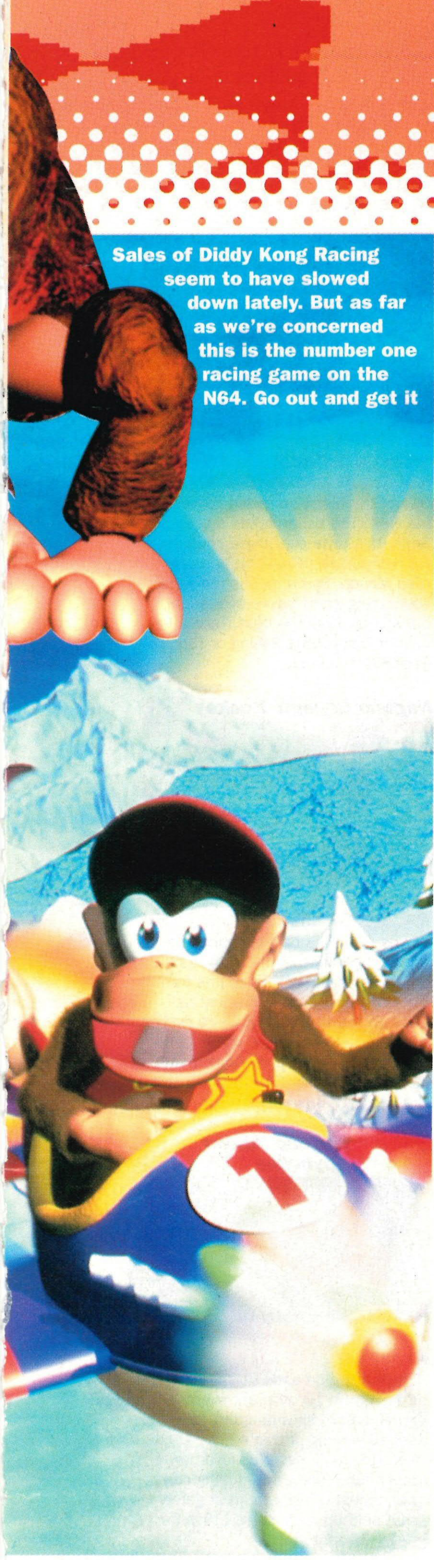
Big-head baseball action comes to the N64 and gets a well deserved stamp of approval from the team. Despite lacking the realism of other sports sims, Famista has all bases loaded with playability. An amazing two-player game.

FIFA '98: Road to World Cup 87%



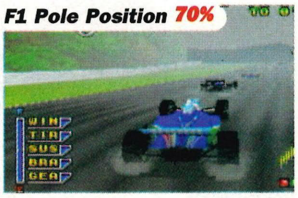
Electronic Arts UK OUT NOW
N64 83% 64 85 NIN 90% TOT 78%

A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more official teams than you could shake a stick at. A great game that deserves every success.



Sales of Diddy Kong Racing seem to have slowed down lately. But as far as we're concerned this is the number one racing game on the N64. Go out and get it

F1 Pole Position 70%



Ubi Soft UK OUT NOW
N64 71% 64 86%
NIN 75% TOT 80%

An average racing game that looks bland and has all the interest of a manic depressive at a crown green bowling tournament. A tiring affair that lacks all of the excitement of the real thing. Horrendous pop-up, lousy commentary and a shoddy feel keep this racer in the pits.

G.A.S.P. Fighters NEXTream 80%



N64 52% 64 70% NIN N/A TOT 89%

An interesting beat'em-up which manages to put up a reasonable fight. The graphics are excellent with some of the smoothest looking characters ever seen and the backgrounds are gorgeous. Despite all the positive stuff, GASP still manages to be a disappointment. The animation is sloppy and the gameplay isn't anything special.

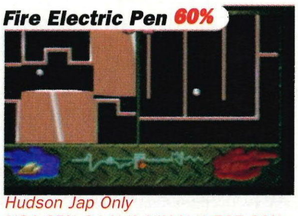
Hexen 66%



GT Interactive OUT NOW N64 69% 64 45% NIN 60% TOT 63%

I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 was already better than this and even that's starting to look a bit long-in-the-tooth on the all powerful N64. Just get GoldenEye and leave this ancient blaster in the Middle Ages.

Fire Electric Pen 60%



Hudson Jap Only
N64 65% 64 N/A NIN N/A TOT 30%

Possibly the strangest game to have passed through the N64 Pro office. Guide a ball down a tube without touching the sides or a buzzer goes off. To add to the distractions a commentator screams at you in Japanese and all the time a counter is ticking down. Fun in a odd sort of way, but by no means a stunner.

GoldenEye 007 94%



Nintendo UK OUT NOW
N64 94% 64 96%
NIN 94% TOT 98%

The smoothest secret agent of all time comes to the N64 with the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels that require ingenuity, sharp shooting and a cool head. Go out and buy this game right now!

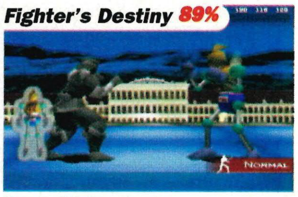
ISS 64 93%



Konami UK OUT NOW N64 92% 64 91% NIN 93% TOT 97%

Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream.

Fighter's Destiny 89%



Ocean UK Out Now
N64 86% 64 92% NIN 90% TOT 93%

A decent N64 fighting game with an arcade game feel that lifts FD above mediocrity, but it's still no Virtua Fighter. However, it looks good and plays well which is more than can be said for most beat'em-ups . It's a toss up between this, Bio Freaks and Mortal Kombat 4 whilst we wait for the fighting game that truly deserves to be on the N64.

GT 64 78%



Ocean UK Out Now
N64 67% 64 64% NIN 85% TOT 90%

An average racing game that falls short in almost every aspect. The graphics are okay until they move then everything jerks around like film from the 1920's. The handling is plain wrong and you end up crashing around the walls of the tracks. We're still waiting for a realistic racing game to do the N64 justice, but in the meantime buy something else.

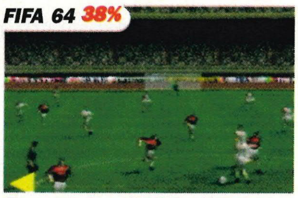
ISS '98 96%



UK Out Now N64 91% 64 94%
NIN N/A TOT N/A

No game has caught our attention and sucked up our time more than ISS 64 and its sequel. An almost perfect rendition of footy, with a wealth of features. You and yourmates will be constantly finding new tactics and ways to score. The best footy game ever made. Games don't come better than this.

FIFA 64 38%



Electronic Arts UK OUT NOW N64 39% 64 29% NIN 67% TOT 76%

A tired GM Vauxhall conference-like attempt at emulating our beautiful game. The graphics are drab, the players wobble around like weebles and the game itself is dull and lifeless. We showed FIFA a red card long before its infinitely superior substitute ISS 64 showed up and sent it off for bad sportsmanship.

Dezaemon 3D 20%

New entry

Athena Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A

Building your own shoot'em-ups is the premise behind this interesting little game. You can design absolutely everything including the graphics, sound, levels and throw in plenty of bad guys to blow to pieces. Although the games you make will never be up to the standard of Lylat Wars, it looks like it could be quite good fun. But whatever happens don't buy the Japanese cart, Wait instead until an English language version appears. The amount of Japanese text makes the whole exercise pointless. The jury's still out when it comes to Dezaemon and its mark may change when an English text version arrives.



Jeopardy 38%

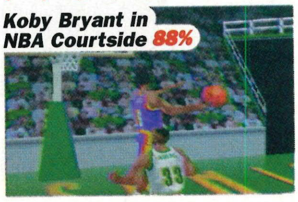


Gametek US IMP N64 9%
64 30% NIN N/A TOT N/A

A US quiz show that makes precious little sense to anybody in good ol' Blighty. Jeopardy tries to be a game show with a difference with the chirping robotic host giving answers and then asking you to give the appropriate question. The graphics are terrible and it has all the action of a graveyard. Avoid!

Profile

Koby Bryant in NBA Courtside 88%



Gametek US IMP N64 90% 64 30% NIN 89% TOT N/A

The first game to appear under the Nintendo Sports label finally gives basketball the treatment it deserves. More serious than Hangtime and less fuzzy than NBA Pro, this is a fun, action packed and easy to play basketball that balances serious sport with playability. If you're into basketball then take a look at this.

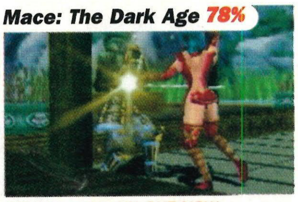
Lylat Wars 91%



Nintendo UK OUT NOW N64 94% 64 95% NIN 93% TOT 91%

Despite its new preposterously effeminate name, Lylat Wars is an absolutely stunning game that breaths new life into the shoot'em-up genre. Excellent cut scenes, absolutely breathtaking graphics and tons of atmospheric speech and sound effects, all compliment the frantic gameplay. Amazing!

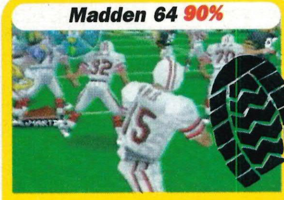
Mace: The Dark Age 78%



GT Interactive UK OUT NOW N64 81% 64 76% NIN 89% TOT 89%

A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are stunning and the interactive backgrounds are innovative. Adequate, but comes off second best to Fighter's Destiny.

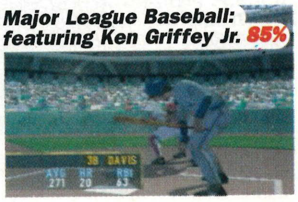
Madden 64 90%



Electronic Arts UK OUT NOW N64 92% 64 80% NIN 89% TOT 89%

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a stamp of approval. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay.

Major League Baseball: featuring Ken Griffey Jr. 85%



Nintendo Sports US Out Now N64 74% 64 N/A NIN N/A TOT N/A

Another baseball game storms into the Pro office and joins the long line of N64 games depicting the game of bat and ball. Less serious than All-Star Baseball (its main competitor), and the graphics aren't as good. But in many ways this is much more fun to play. The gameplay shines and has won Ken Griffey many admirers.

Mario Kart 64 91%



Nintendo UK OUT NOW N64 91% 64 94% NIN 90% TOT 93%

A flawed genius, that builds on the original Mario Kart by allowing up to four players to compete over different courses. Great fun, although the power-ups make the multi player mode more a game of luck than skill. Diddy Kong Racing is a better game these days.

Mischief Makers 87%



Enix UK Out Now N64 90% 64 80% NIN 82% TOT 43%

A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot complements this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible.

Mortal Kombat 4 83%



US Out Now N64 84% 64 86% NIN N/A TOT 90%

Mortal Kombat finally goes 3D and turns out to be one of the better beat'em-ups on the N64. Take control of one of 15 ludicrous nut-jobs and try to disembowel all the other psychos. The trademark blood and gore is splattered through-out the game and now looks better than ever. Worth looking at but it plays the same as all other versions of MK.

Top Marks — Puzzle games

Top Notch	
Wetrix	91%
Bust-A-Move 2	85%
Susume	77%
Puyo Puyo	70%
Wooden Spoon	
Tetrisphere	60%

Mortal Kombat Mythologies 28%



GT Interactive UK Out Now N64 N/A 64 75% NIN 36% TOT 31%

A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 50 quid for this is fraud. Do yourself a favour and steer clear.

Mortal Kombat Trilogy 55%



Midway UK OUT NOW N64 34% 64 62% NIN 56% TOT 78%

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. MK was always a bit clumsy but these days it looks completely out of place on the N64. With MK4 on the scene buying this is a complete waste of money.

Mystical Ninja Starring Goeman 86%



Konami Out Now N64 90% 64 85% NIN 90% TOT 84%

A weird one this and no mistake. Guide Goemon around a surreal 3D area (much like Mario) whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has often been praised for its inventiveness and the wealth of mini-games mean that this is no exception.

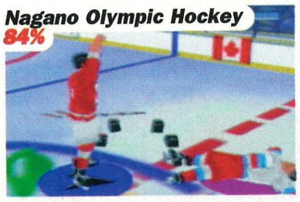
MRC 80%



Ocean UK OUT NOW N64 81% 64 67% NIN 83% TOT 80%

One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). By no means the worst N64 racing game we've ever seen, but still far from the best. Take a look at Diddy Kong Racing or Top Gear Rally instead.

Nagano Olympic Hockey 84%



Midway US IMP N64 60% 64 75% NIN 81% TOT 75%

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics. It's just as good as it ever was, but we're getting a bit tired of seeing the same game appear every couple of months with just a few tweaks. Good fun but NHL Breakaway '98 is better.

Nagano Winter Olympics 93%



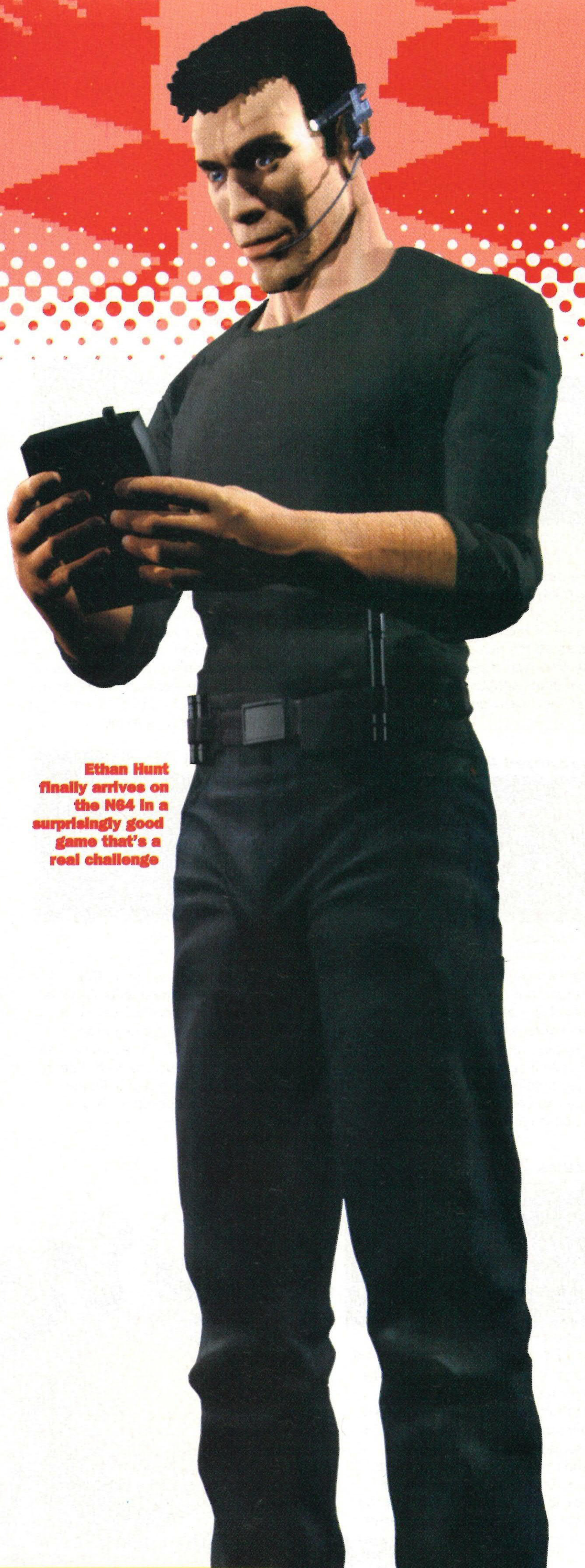
Konami OUT NOW N64 32% 64 77% NIN 84% TOT 69%

Track n' Field heads north. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (honest). This is a great game that held up work in the office for days. Brilliant stuff!

Mission: Impossible 92%

Ocean UK Out Now N64 75% 64 N/A NIN 84% TOT 83%

Many a snide joke's been made comparing the word 'impossible' to the possibility of this game ever being finished. After countless delays and setbacks the game of the film starring little Tommy Cruise has finally sneaked out of high security and been exposed as surprisingly good after all. But it's not a bit like GoldenEye (despite comparisons) so don't get too excited. Mission: Impossible is more a puzzle and adventure game with the occasional bit of gun work thrown in for good measure. This game taxes your mental ability and



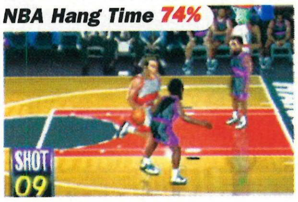
Ethan Hunt finally arrives on the N64 in a surprisingly good game that's a real challenge

New entry

thinkers will get much further than sharp shooters. The graphics vary between brilliant and bland but on the whole this is great for people looking for a cerebal challenge.



NBA Hang Time 74%



Midway UK OUT NOW
N64 52% 64 60% NIN 75% TOT 51%
What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets.

Oozumo 75%



Bottoms Up Jap Out Now
N64 90% 64 N/A NIN N/A TOT 39%
Big-headed, pot-bellied, head slappin' fun is to be found in this game depicting the most noble of martial arts, sumo wrestling. Take control of one of 40 lardy slappers and use a combination of skill, judgement and frantic button tappin' to whack or throw your opponent's fat arse out of the ring. Great fun but a bit basic.

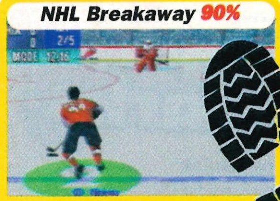
Top Marks — Platform games

Top Notch

Banjo-Kazooie	96%
Super Mario 64	92%
Yoshi's Story	88%
Mischief Makers	87%
Bomberman Hero: Queen Milian's rescue	83%

Wooden Spoon
Mortal Kombat Mythologies 28%

NHL Breakaway 90%



Acclaim Out Now
N64 N/A 64 88%
NIN 88% TOT 88%
The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64. Amazing graphics and great gameplay make this play like a dream. Easy to get into, but difficult to master. Great stuff!

NBA Pro '98 70%



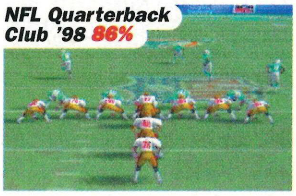
Konami OUT NOW
N64 71% 64 70% NIN 85% TOT 70%
The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. A realistic but very tedious game.

Pilotwings 64 91%



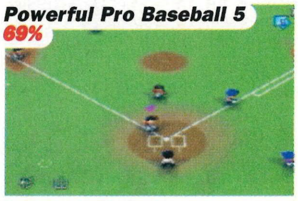
Nintendo UK OUT NOW
N64 89% 64 89%
NIN 84% TOT 95%
Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. Sometimes relaxed, other times as frantic than a trolley-dash through ToysRus.

NFL Quarterback Club '98 86%



Acclaim UK OUT NOW
N64 86% 64 80% NIN 91% TOT 90%
Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the few games to use the stunning high-res mode on the N64, NFL QC '98 just doesn't play as well as Madden.

Powerful Pro Baseball 5 69%



Konami Jap Out Now
N64 N/A 64 N/A NIN N/A TOT 82%
Big head baseball makes yet another appearance on the N64 and is caught out by the N64 Pro team who've seen far better competition. There's nothing particularly bad about PPB 5, the graphics are okay and it's great fun to play. The problem is that Famista, All Star and Ken Griffey are all far better games.

Profile

Quest 64 68%



THQ US Out Now
N64 71% 64 56% NIN N/A TOT 70%

The first RPG to appear on the N64 turned out to be something of a disappointment. Take control of (the life of) Brian and guide him through his quest to find his father. Using the four elements of earth, wind, fire and water you can cast a wide variety of spells. Good graphics but the story is duller than dullness itself.

Top Marks — Shoot 'em-ups

Top Notch

GoldenEye 007	94%
Forsaken 64	92%
Lylat Wars	91%
Quake 64	88%
Duke Nukem 64	86%
Wooden Spoon	
Dazeamon 3D	35%

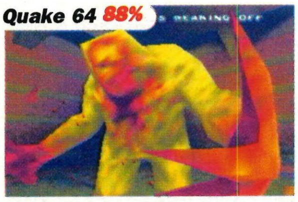
Puyo Puyo 70%



Compile JAP IMP
N64 80% 64 87% NIN N/A TOT 71%

Blobby Tetris makes its way onto the N64 with this cute puzzler from Compile. Guide falling blobs so they connect with balls of the same colour. It may look cute, but this is one of the fiercest puzzlers we've ever seen. The pressure really mounts up thanks to the frantically manic gameplay. Only really any fun with two players.

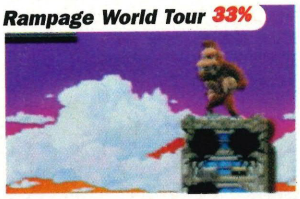
Quake 64 88%



GT Interactive UK Out Now
N64 79% 64 88% NIN 92% TOT 90%

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled with creatures waiting to be blown to smithereens with a variety of large guns. Every bit as good as the 3D enhanced PC version, but the one player game sucks and the two player game isn't as good as GoldenEye

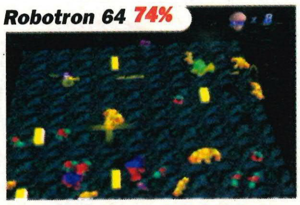
Rampage World Tour 33%



GT Interactive UK OUT NOW
N64 54% 64 80% NIN 53% TOT 54%

Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm and looks of a decomposing flesh eater.

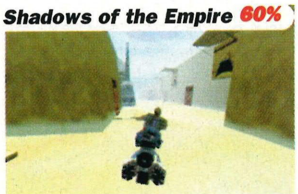
Robotron 64 74%



Crave Entertainment US Out Now
N64 N/A 64 82% NIN 80% TOT 82%

A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation. The graphics look a bit basic but the action is as much fun as it ever was. Run around a square blasting everything in sight to smithereens. A bit too basic for some but good fun for everyone who remembers the original.

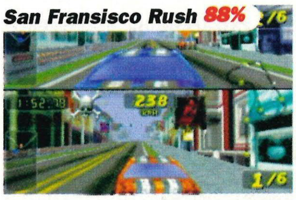
Shadows of the Empire 60%



Nintendo UK OUT NOW
N64 78% 64 88% NIN 86% TOT 61%

Nintendo's Star Wars license is a 10p mix bag of a game. It ranges from incredibly challenging (liquorice shoelaces) to mind-numbingly dull (boiled mints). The flying sections are okay, but mostly it's boring. Don't get carried away with the Star Wars vibe, it soon becomes tedious. We're all waiting for Rogue Squandron.

San Fransisco Rush 88%



GT Interactive UK OU NOW
N64 N/A 64 75% NIN 74% TOT 57%

This one caused mixed opinions in the office. Alex and I think it's ream, whilst Steve and Noely think it's rank. Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish and the sound is laughable, but it's one of the better racing games and is definitely worth checking out.

Super Mario 64 92%



Nintendo UK OUT NOW N64
96% 64 95% NIN 95% TOT 96%

The best video game ever? It's certainly up there as one of the finest. A true classic in every sense of the word and one that takes all the best bits from previous Mario games and beautifully adapts them for this sublimely detailed 3D world.

Snowboard Kids 84%



Atlus UK OUT NOW
N64 88% 64 80% NIN 81% TOT 80%

A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Race down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race.

Susume 77%



Konami JAP OUT NOW
N64 78% 64 80% NIN N/A TOT 86%

Blob bashing fun in this Tetris-style game that is virtually identical to Puyo Puyo Sun 64. Great fun in two player but the single player game is too random and the computer trashes you every time. The neat little sub-games make up for the simplicity of the main game and the ten pin bowling game is great stuff

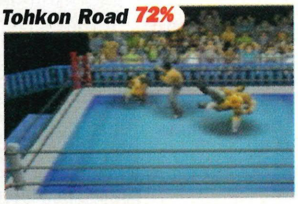
Tetrisphere 60%



Nintendo UK OUT NOW N64 69%
64 77% NIN 86% TOT 84%

Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace to the puzzles. We seem to have lost all interest in Tetris, but ardent fans may find this an appealing game.

Tohkon Road 72%



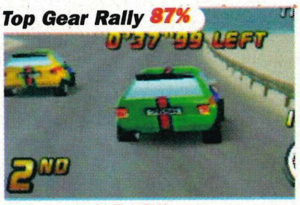
Hudson Jap Out Now
N64 49% 64 70% NIN N/A TOT 25%

A Japanese wrestling game that dares to take on the mighty WCW vs. NWO, and in our opinion just ends up in a submission to its American counterpart. You don't get any of the famous fighters such as Hulk Hogan and Sting, and as a result Tohkon Road just feels lacking on the enjoyment front.



Yoshi's still a firm favourite with N64 owners. It's a simple game though and it won't be long before you've finished it

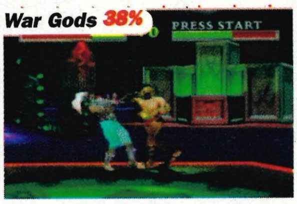
Top Gear Rally 87%



Kemco UK OUT NOW
N64 89% 64 90% NIN 89% TOT 85%

An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. One of the better racing games.

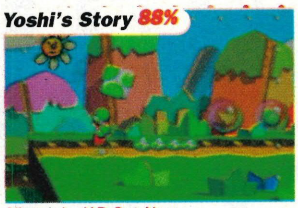
War Gods 38%



Midway UK OUT NOW
N64 46% 64 59% NIN N/A TOT 69%

Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves and a distinct lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

Yoshi's Story 88%



Nintendo JAP Out Now
N64 86% 64 85% NIN 88% TOT 84%

Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. It's very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. Take a look if you're into platformers.

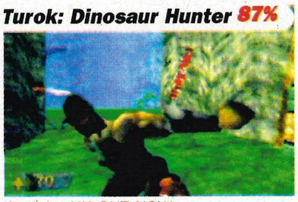
Wave Race 64 90%



Nintendo UK OUT NOW N64
90% 64 94% NIN 92% TOT 96%

Don your wet suit and go jet-ski racing on one of the finest racing games ever to grace a home console with the most realistic water ever seen. A challenging championship mode, an excellent two player mode and a highly original stunt mode. Brilliant stuff!

Turok: Dinosaur Hunter 87%



Acclaim UK OUT NOW
N64 91% 64 82% NIN 95% TOT 93%

The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally killing everything in sight. Making dinosaurs extinct is great, but there are too many jumping and platform style sections for our liking.

Wayne Gretzky's 3D Hockey 84%



Midway UK OUT NOW
N64 70% 64 84% NIN 84% TOT 90%

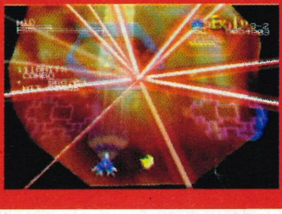
This is a lightning-paced ice hockey game that plays at over 100 mph. An interesting mix of sports simulation and arcade gameplay that works really well. The single player game is great fun, but for a real treat get some mates 'round for the four player game. Still not on par with ISS 64, but few games are.

Star Soldier: Vanishing Earth 35%

New entry

Hudson Jap Out Now
N64 62% 64 N/A NIN N/A TOT N/A

A tepid 2D shoot'em-up that failed to impress us in any way whatsoever. The reasons for this getting a bad mark will be obvious to anybody who plays the game for longer than 20 seconds. The graphics are terrible and the gameplay stinks like a fetid fish. 2D shoot'em-ups disappeared into history five years ago when 3D advancements made them look flat and uninteresting (not only that but we got GoldenEye and Lylat Wars in exchange). Star Soldier couldn't even hold its head up back then, let alone today. An almost criminal underuse of the N64's power.



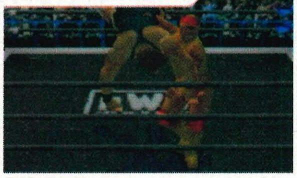
Virtual Chess 72%



Jap Out Now N64 76% 64 N/A NIN N/A TOT 54%

Chess hits the N64 and unsurprisingly fails to change our lives. Animated pieces hack each other apart until the novelty wears thin and you switch to the 2D mode – which is identical to every other chess game. It does have an excellent training mode though and your N64 plays a mean game.

WCW vs. NWO 80%



THQ Out Now
N64 70% 64 85% NIN 86% TOT 92%

Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Wetrix 91%



UK OUT NOW N64 78% 64
86% NIN 90% TOT 93%

You'll have lots of fun if you get this splashing game. Guide falling Tetris-style blocks to build circular dams and wait for the heavens to open. Then everything becomes manically tense as you try to guide new blocks and water so that nothing is spilt over the sides. The best puzzle game since Tetris.

World Cup '98 87%



UK OUT NOW
N64 73% 64 93% NIN 93% TOT N/A

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: Road To World Cup, so we have doubts about buying the same game twice. It looks good and has a realistic feel thanks to the official license with all the teams and players. Good, but still not ISS 64.

Virtual Hiryu No Ken 80%



Culture Brain UK TBA
N64 78% 64 78% NIN N/A TOT N/A

A mighty beat'em-up that looks stunning even in its Japanese form. Fight in two different modes: normal mode bears a remarkable similarity to Virtua Fighter, and super deformed (SD) mode where the fighters have big heads and squashed bodies and the game plays like a quasi-3D Street Fighter. Great stuff!

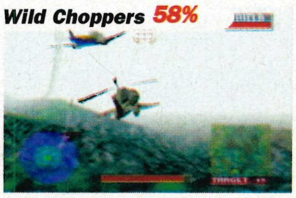
Wheel of Fortune 59%



Gametek US OUT NOW
N64 17% 64 45% NIN N/A TOT N/A

You're spinning the wheel of luck if you buy this, but will you feel fortunate to own a copy? Somehow we don't think so. It's a fair enough rendition of the American quiz show, but some of the answers are a bit Americanised and often obscure. Good for playing with your grandparents at Christmas, but it's no fun as a single player game.

Wild Choppers 58%



N64 72% 64 N/A NIN N/A TOT 72%

Take your chopper out for an airing with this odd little combat game. 'Borrowing' a lot of ideas from the old classic Desert Strike, this 3D shoot'em-up could have been really good, but ends up disappointing. The graphics are bland and blurry and the helicopters look like Jimbo and the Jet-Set. To top it all, the control system is plain horrible. Just leave it!

Top Marks: Sports sims

Top Notch

ISS World Cup '98	96%
ISS 64	93%
Nagano Winter Olympics	93%
Madden 64	90%
All Star Baseball '99	90%

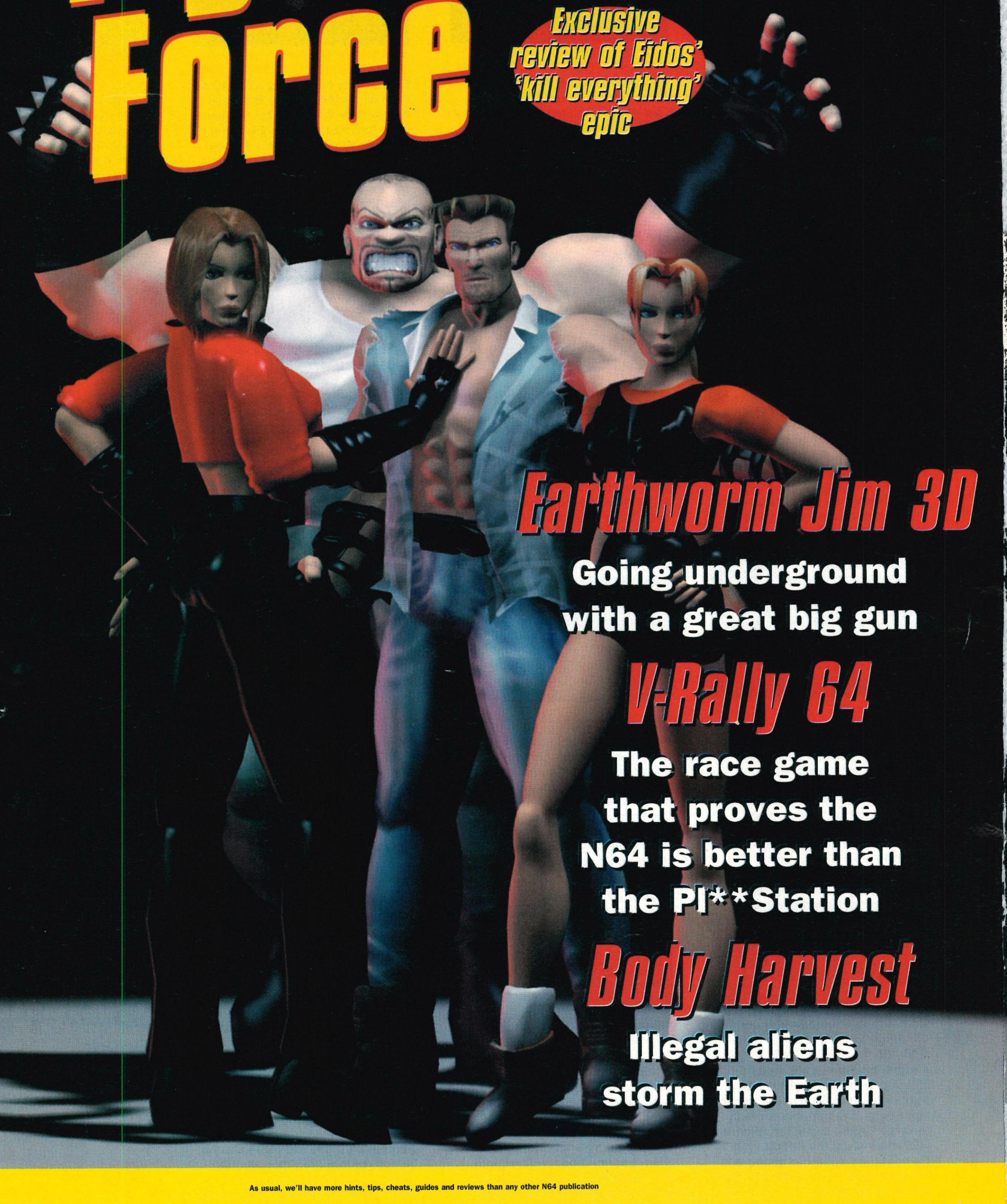
Wooden Spoon Award

Fifa 64	38%

Next month...

Fighting Force

Exclusive review of Eidos' 'kill everything' epic



Earthworm Jim 3D

Going underground with a great big gun

V-Rally 64

The race game that proves the N64 is better than the Pl**Station

Body Harvest

Illegal aliens storm the Earth

As usual, we'll have more hints, tips, cheats, guides and reviews than any other N64 publication

Issue 14 on sale 15 Oct 1998


NINTENDO 64
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